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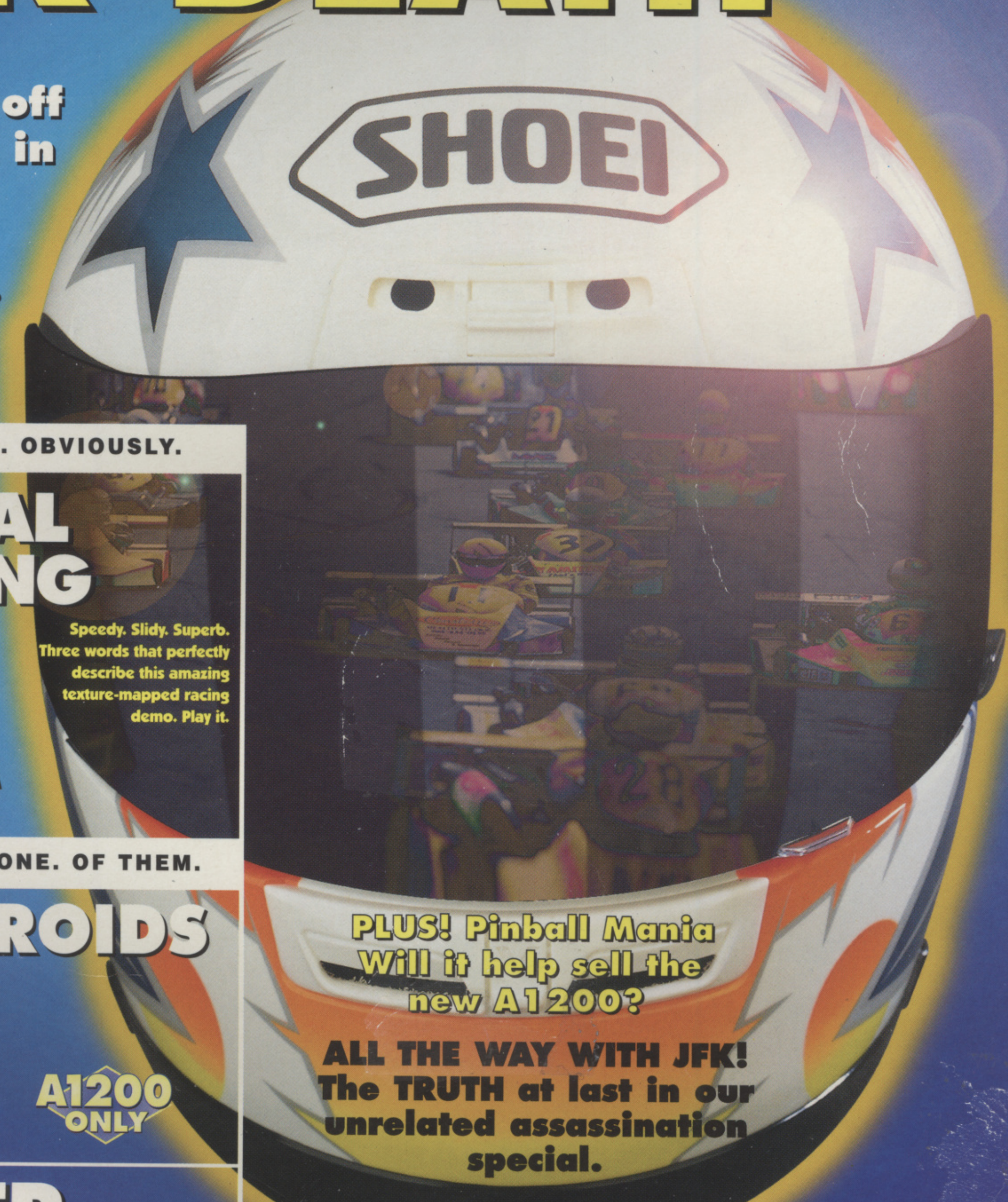

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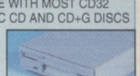

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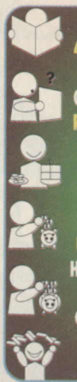

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ISSUE 55 NOVEMBER '95

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Game cheat phone request? Nein Danke.

WE WERE HORRIFIED TO SEE THAT
OJ Simpson was treated as a hero as he left the Los Angeles courtroom, as though being found not guilty of double murders somehow cancelled out the fact he was a proven wife-beater. Hey-ho, as long as the judicial system wasn't made a mockery of by the media circus, that's all right then. No, hang on…

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THIS MONTH WE LEARNED
The heartbreak of losing a little furry friend.

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REGULARS

8 NEWS, PREVIEWS AND RELENTLESS TRUVES
Much is explained here, many facts are imparted, and the occasional few actually dare to mention the Amiga. It's an eclectic and vibrant section, but each and every item is a priceless fragment of THE TRUTH.

45 OUR NET PAGE
If you think of the Internet as some kind of giant slobbering bivalve, then we are a shiny pearl hidden in its hideous wet, molluscy mouth. Dive down like a nubile Hawaiian, and prise our goodness from its horrible maw.

46 COMPLETE CONTROL
It's Rich Pelley, with a smile, a song, a witty anecdote, and maybe, just maybe, the answers to your problems.

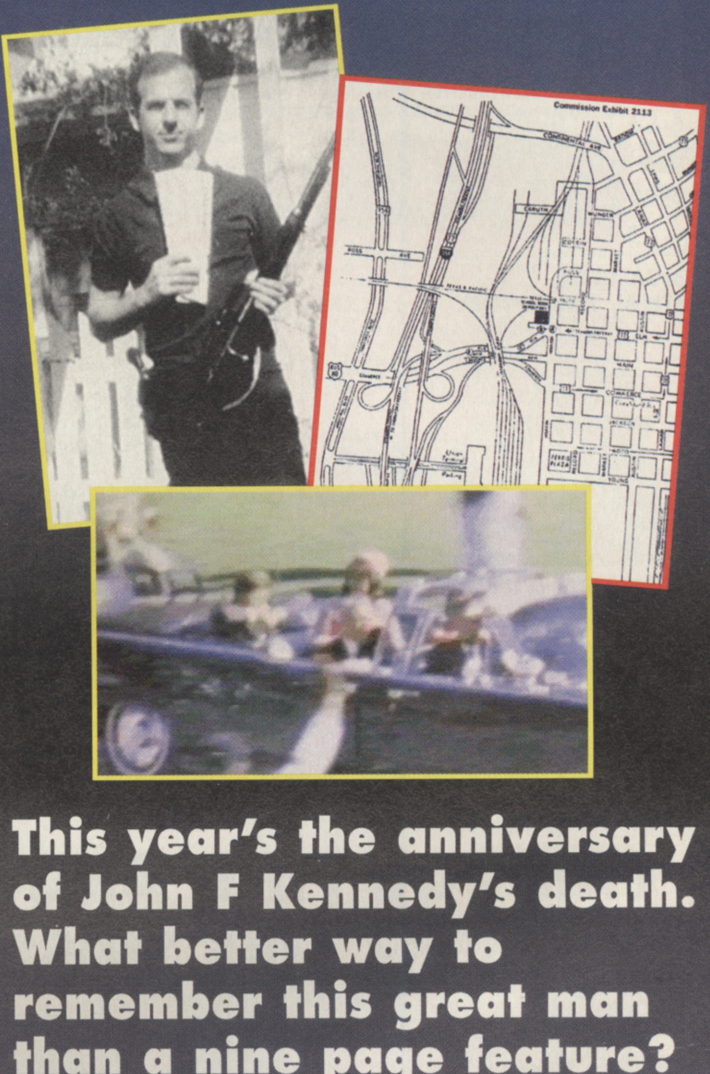
60 DO THE WRITE THING
Wail loyal readers! For the beautious Bob is dead, never to grace these pages again. Wail like a beached, um, porpoise.

65 THE BOTTOM LINE
Look back fondly through the greatness of the Amiga's back-catalogue. It could well be the way forwards.

72 OUR SECRET CAR PARK
Tremble as this issue's JFK theme is stretched to the very limit. Then buy a second hand A1200.

74 TOOL OF THE DEVIL
We're always going on about them, but where can you buy one?

TRULY,



This year's the anniversary of John F Kennedy's death. What better way to remember this great man than a nine page feature?

THE QUICK AND THE DEAD

It's not in this issue or anything, but we felt the need to urge everyone to see movie god Sam Raimi's latest gunfest. SEE THIS FILM. WE DEMAND IT OF YOU.

VIRTUAL KARTING

One of just two games to be reviewed this month, and it's so clever that it completely confounds our image grabbing system. It's far prettier. Believe us. Page 28.

PINBALL MANIA

And here's the other game of the month. It's the only new game in the relaunched A1200 bundles, so will it convince you to buy one rather than a cheaper Sony Playstation? Our doubts are revealed on… Page 32.

SUE WOULD JUST LIKE TO SAY: "NOT RALPH, I SAID NOT RALPH!!! Right that's it....!"

NICHOLE BROWN WOULD JUST LIKE TO SAY: "One day he's going to kill me. And he'll get away with it because he's O

CAM WOULD JUST LIKE TO SAY: "Hooray for 653 Squadron's classy Pig Board."

MARTIN WOULD JUST LIKE TO SAY: "It's really not a problem."

BOOKS R
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PAUL W
JONAT

OVER 327

BOOKS READ ON THE SUBJECT, AND WE STILL CAN'T MAKE OUT BADGE MAN

MADLY, DEALEY

The sixties were groovy, everyone says so. This month we who missed it look back over the race riots, assassinations, The Beatles, nuclear missile crises and CIA organised drug distribution deals to see what all the fuss was about. The bullets start to fly on... Page 22

BLAM!
BLAM!
BLAM!
BLAM!

REVIEWED THIS ISSUE

NOVEMBER 1995

FULL-PRICE

Virtual Karting..............29
And one other one.............
Whose name evades me ....
For the moment..................
Pinball Mania 32

PD

The Top 20..........................
Best Selling.........................
PD games ....
At the moment...............38

BUDGETS

Fantasy Manager 35
Tactical Manager...........35

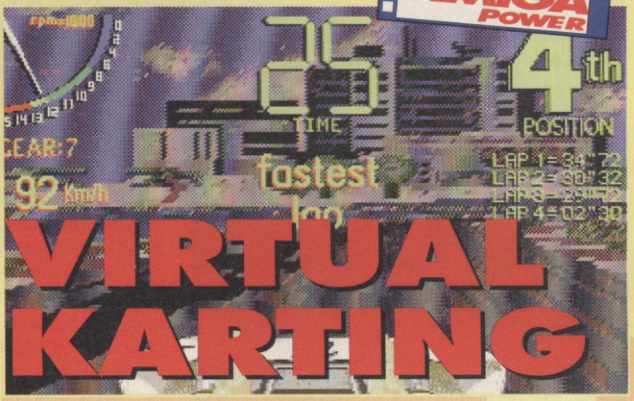
PAUL WOULD JUST LIKE TO SAY: "Learn to sing."

JONATHAN WOULD JUST LIKE TO SAY: "I live here and like it."

disk 55

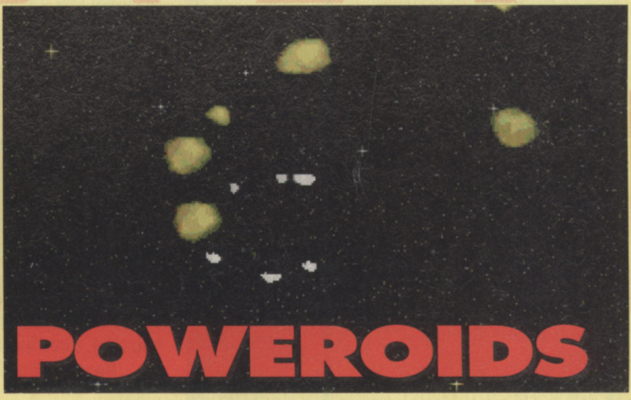
The charge? Being bang up to date with the latest Amiga releases.
The bluish defendants? This month's coverdisks.
The verdict? As Guilty as OJ, Milud.

INTRODUCING COVER DISK 55



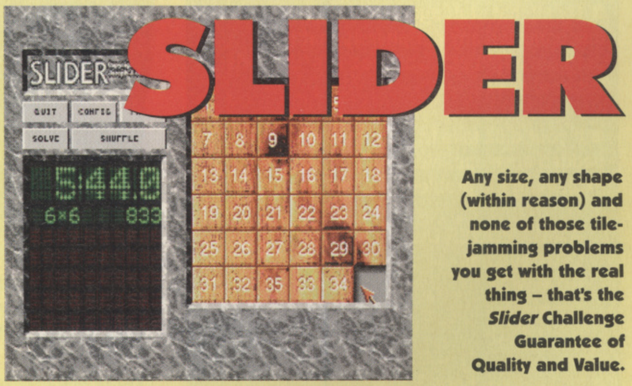
VIRTUAL KARTING

Get set, go! You've now got a frantic minute of flashy Mode 7 racing action to decide how much you like this come-out-of-nowhere new game.



POWEROIDS

Even in the '90s, the central *Asteroids* question has never been resolved. If you've got a ship with a teleporter, why not just leave the asteroid belt?



SLIDER

Any size, any shape (within reason) and none of those tile-jamming problems you get with the real thing – that's the *Slider* Challenge Guarantee of Quality and Value.

GOT A FAULTY DISK?

- Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, chuck it in an envelope along with an explanatory letter and a padded self-addressed envelope (don't bother with a stamp), and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 55, Discopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we'll find a tall building on your route to work and… Well, anything might happen.

VIRTUAL KARTING

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.

- To find any of the games, all you have to do is switch off your machine, insert the appropriate coverdisk, and switch your machine back on again.

- An options menu will appear. Simply follow the instructions to select the game of your choice. It's all quite foolproof.

- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.

- You'll have to reset your machine in order to move on to a different demo. When you do so, simply follow the instructions as before.

- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or more before loading a new program will help prevent disks being infected by stray viruses.

- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?

- Try all that stuff again, making sure you've disconnected any peripherals that the program might plausibly not 'like', such as external drives.

- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 55 Returns
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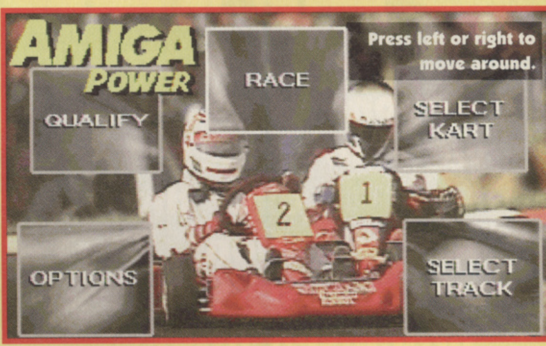
- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.

- We're hoping you're reading this bit too, because sometimes the advice falls on deaf ears. HEED THE ADVICE OR BE DAMNED!

Author: Fabio Bizzetti



We are mighty. But then you knew that already, didn't you? And as mighty beings we occasionally like to exert our influence over the rest of world. It's all about control you see. And the best way to keep people in line is to tease them into a better way of life. That way we always leave you wanting more *(Spot the guy who failed Philosophy. – Ed)* and so ultimately we're in control.

In case you haven't already guessed, the 'tool' we're using to manipulate you with is *Virtual Karting.* And it's great (but then we would say that). Seriously though, after the game dropped into our collective laps in time for last issues' news section, we hastily scurried and hurried to get you a playable version just for you lot. And here it is. In a limited form.

PLAYING

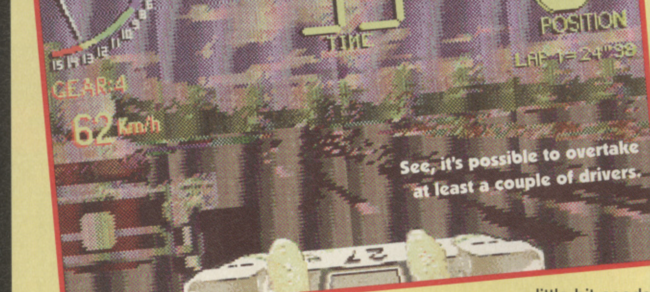
The game is simplicity itself. Drive. Around a course. You press up on the pad to act as an accelerator (to go forward), press down on the pad to simulate the actions of a brake (to slow down and, eventually, stop) and 'steer' by pressing left or right. Funny, that.

However, before you load up the demo in that cocksure seen-it-all-before manner (we know who you are), there's something you should know.

Because this is a teasing demo of the game, you can only play it for one minute. Sixty seconds of unadulterated, exciting, but quickly disappearing, bliss. And then, suddenly, it's back to the main menu. This is more than enough time to complete one whole lap of the Advanced course (we chose it because it's tough, but not too tough), and still have some time left for a celebratory sprint past the line. Hopefully, you'll be patting yourself on the back for the skilful way you overtook those two karts and ruing your luck that the other three were too far away to catch.

Now although a minute isn't a very long time in *Karting,* there's still plenty of fun to be had from the game. You can still check out the four different viewpoints in the exciting 3D mode and you can even go for the dizzying heights (literally) of the 2D overhead and zoom mode. Alternatively, you can do nothing and sit back and watch the demo. Or if you're really useless at it, run the demo and pretend that it's you playing…

Moving swiftly on, we're currently waiting for the finished reviewable version to arrive through our letterbox, and in the strange and sometimes disorientated and disordered time-line of computer magazines, you can read Paul's review on pages 28-31. Nothing to do with the demo you understand, it's just this little bit needs filling up and now it is. Phew.



See, it's possible to overtake at least a couple of drivers.

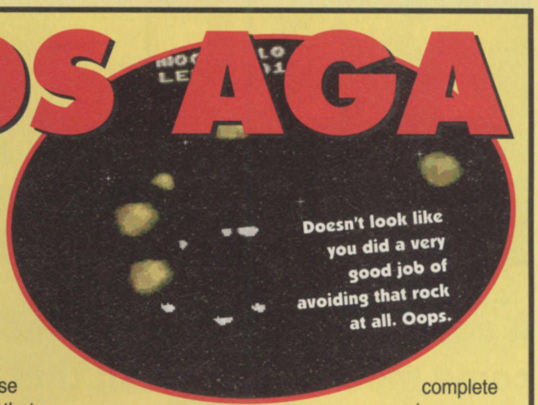
FIDDLE WITH THIS

There are a lot of things you can play about with on our demo, all sorts of angles to play the game from and the chance to even switch between manual and automatic gears. So for maximum enjoyment follow these guides:

F10 = Toggles 3D and 2D mode.
F9 = Toggles Full/Half Screen in 2D mode
F1-F4 = The four in game views (from on the ground to high in the air)
DEL = Manual Gears
HELP = Automatic Gears
LEFT ALT/RIGHT ALT = Change down a gear (manual and automatic)
LEFT AMIGA/RIGHT AMIGA = Change up a gear (manual and automatic)
J = Select digital joystick
M = Select mouse
A = Select analogue joystick

B = Toggles background between none and simple 3D
ESC = exit from Race/Qualify/Demo
SPACE = Pause on/off

POWEROIDS AGA


Doesn't look like you did a very good job of avoiding that rock at all. Oops.

Author: Matthias Bock

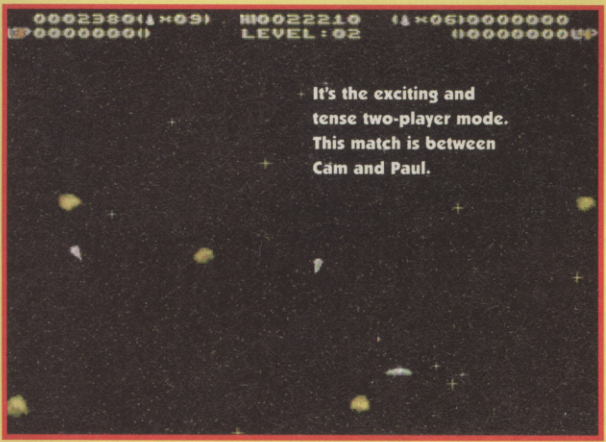
A1200 ONLY

If you can't guess the nature of this game from the fact that it uses the letters O, I, D & S (in that order), then you're either a newie in terms of computer games and their culture (?) or you've never come across the life-changing enhancement that is *Asteroids.* For this game pays homage to the classic arcade coin-op of yesteryear, while it also has some nice and interesting new bits to bring it screaming into the 90s and thereby making it worthy of a place on our mighty coverdisk.

But what are these 'new bits'? Well, that's a very good question. Primarily, it's the cool graphics (that's why it's an A1200-only game) which don't spoil the gameplay. And then there's 'exciting battle mode' too.

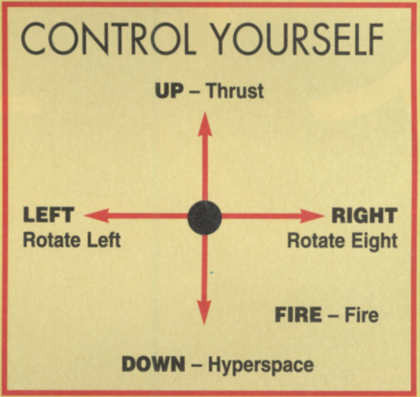
Now we all know that the idea of these *Asteroid* clones is too annihilate the rocks that swirl around the screen. And we all know that it's great fun and everything. But in this friendly and competitive age, we like to involve other people in our fun. At the same time. So simply add the option of another little ship, give someone control over it and then fight against each other, as well as the rocks, and you've got some serious action to deal with. Well, we thought so anyway.

As this is PD, and consequently on the coverdisk, the version you're playing is the shareware game. If you register, then you'll get to play the complete one player game as well as the battle modes shown in our demo. In the meantime, we'll leave you to play the game and admire the box below.



It's the exciting and tense two-player mode. This match is between Cam and Paul.

CONTROL YOURSELF


UP – Thrust

LEFT Rotate Left

RIGHT Rotate Eight

FIRE – Fire

DOWN – Hyperspace

SLIDER

Author: Joseph Carlson

Quite a little surprise this. When I first played this (a couple of issues ago, you may remember it was reviewed in the PD section), I was under the impression that this was an AGA-only game. Although it looks fairly simple, the general smartness of it persuaded me otherwise. Still, what do I know, eh? As it turns out the game WILL work on A1200s and ECS Amigas (A600s, and A500s with a Fatter Amiga chip. Or something like that anyway).

So that should please our Amiga 500 and 600 owning readers, and after playing this user-friendly puzzler, we're sure everyone will be in a good mood. Why? Because it is a simple and addictive puzzler, that's easy to play and has enough options to keep you going for ages. And ages.

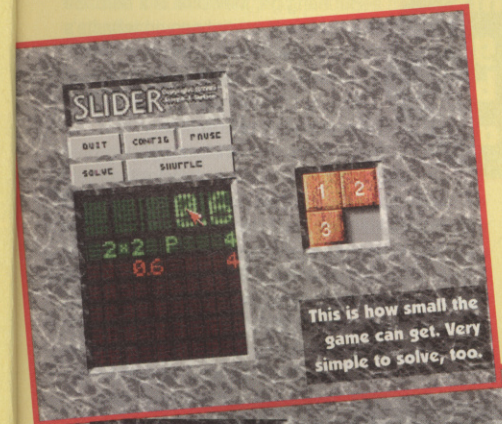
I would imagine the majority of people have spent rainy Sunday afternoons playing sliding puzzle games that cost 25p from local newsagents' toy sections. And this is the Amiga version of them. But what with these new fangled computers (it's amazing what they can do nowadays), you're not just restricted to a small four-by-four grid. In fact you can choose the length and breadth of your puzzle from between 2 and 8 pieces, by selecting the config option from the game.

And as well as that, you can even get the computer to solve the puzzle for you, if you get out of your depth – or even if you just want a bit of help. In order to make the actual puzzling process easier, the moving of pieces is controlled by the mouse. And the really lazy among you will be pleased to learn that holding the mouse button has the same effect as continual clicking. Useful if you're attempting to solve an eight-by-eight grid (about 1300 moves, I reckon).

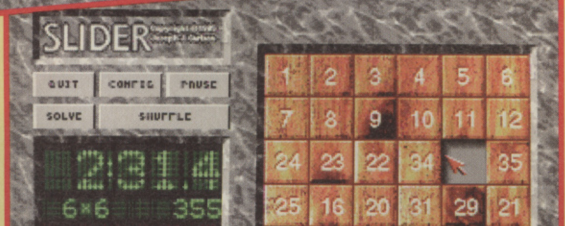
We're sure you'll find it excellent, cheerful fun. And if you don't we don't care, because we do. So there.

IT'S WARNING TIME

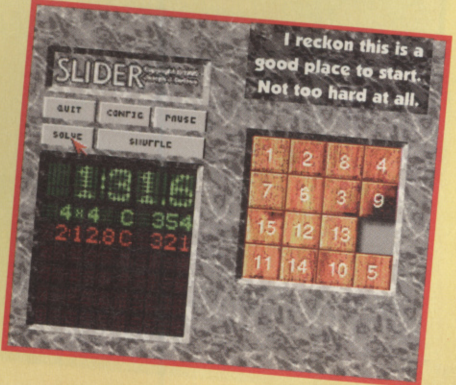
After you've selected to play *Slider,* the screen will switch to Workbench mode, and bring up a picture of the disk. It looks like it's not doing anything, but it is. So don't click on the disk icon or you will stop the game from loading. Thank you for your attention.



This is how small the game can get. Very simple to solve, too.



Now we're talking serious mental problems.



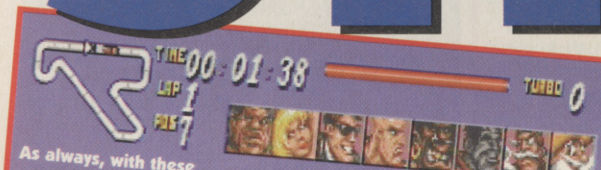
I reckon this is a good place to start. Not too hard at all.

TRUE STORIES

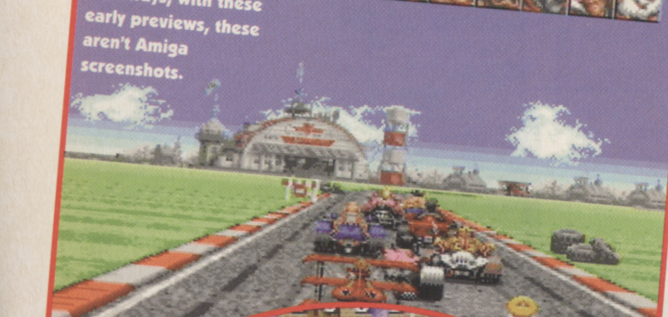
Lost in the nomadic wilderness called 'falsehood', one man seeks to redeem himself by discovering the truth. Only here shall he find it.

A console game – but on the Amiga (hnngh). Still, they aren't likely to come much better than this. Violent, sporty, romantic and fun. FUN!

STREET



As always, with these early previews, these aren't Amiga screenshots.



They're from the Megadrive, and this is the split-screen footy game.

Runs on: A1200
Publisher: Ubi Soft
Author: Vivid Image
ETA: Christmas

AMIGA POWER PREVIEW

Video games get a raw deal on the telly because they don't have any heroes. Pop music has pop stars for its heroes, movies have film stars and sports have either the teams or the individuals. They're usually good looking, occasionally interesting and always real – point a camera at them and the TV is good to them.

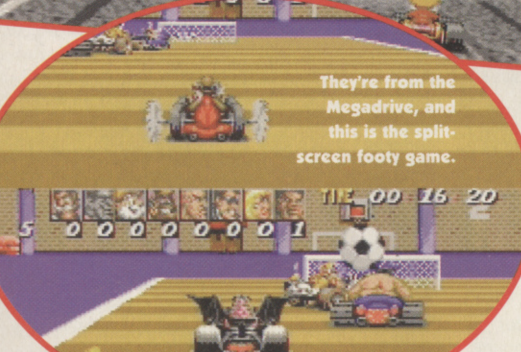
But who are the heroes of video games? *Sonic, Mario, Zool* or *Chun Li?* No way, sprites look terrible when they're zoomed in on, and we've seen enough of the *Sonic* cartoon to know that it's a bad thing. People who are good at playing games then? Two words – Danny Curley. So how about dedicated game TV presenters? It's a good plan until you realise that we're talking about Violet Berlin, Dominic Diamond and Dave Perry, and I'd rather gargle hemlock than see those three on my telly any more than they already are.

Which leaves one group left to champion video games on the goggle box. Yup, it's that mass of people famed for their sensible haircuts, extrovert behaviour and all-night raving – the programmers. Left up to these guys, it's no surprise we end up with dross like Movies Games and Videos.

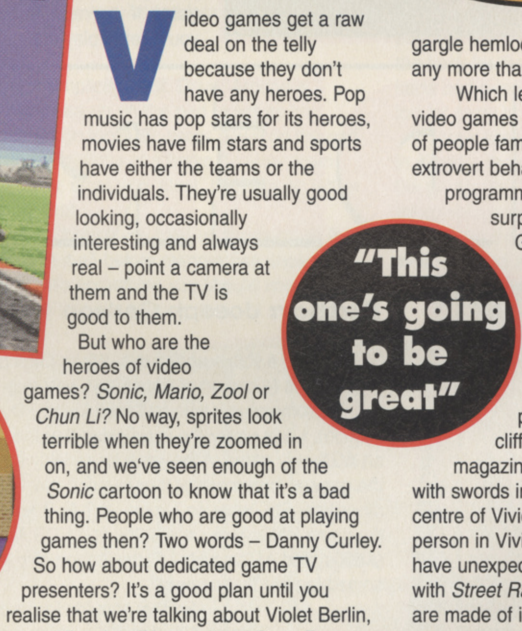
> "This one's going to be great"

But hang on, Mev Dink *is* a hero. So what if he's never been on telly, he's the guy who wrote *First and Second Samurai,* the only games in history that said "My sword!" He's the guy who, while all other programmers were standing around on clifftops trying to look moody for their magazine photo shoots, was prancing about with swords in front of two geisha girls. He's the centre of Vivid Image (and could well be the only person in Vivid Image; we really don't know), who have unexpectedly decided to return to the Amiga with *Street Racer.* And that's the stuff that heroes are made of in anyone's books.

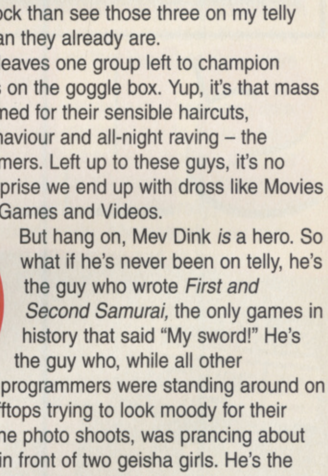
Don't grimace, but *Street Racer's* a conversion from a console game, one which has



Spot the Eric Honda bloke, and ponder how Virtual Karting compares to this.



Four players! FOUR players! Four PLAYERS! FOUR PLAYERS! Etc.



Bump and Burn looked like this, but was tragically ho-hum.

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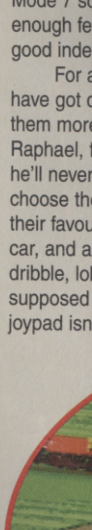

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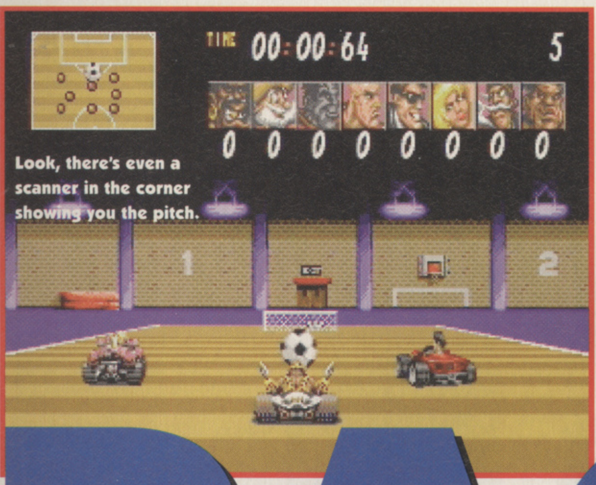
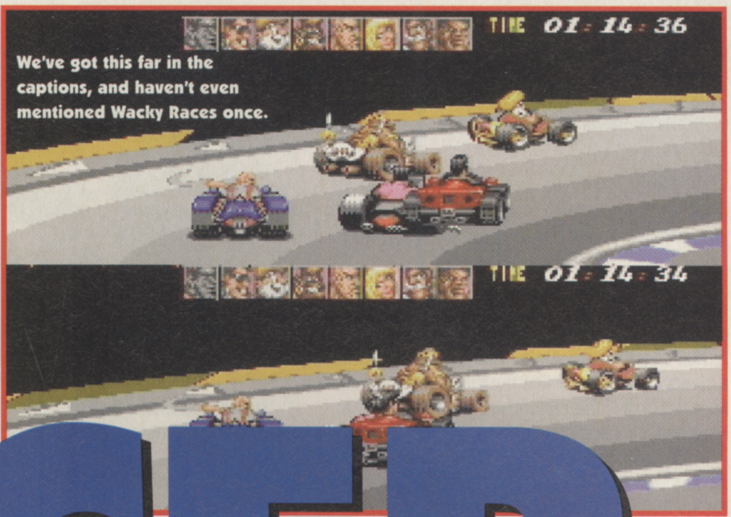


Look, there's even a scanner in the corner showing you the pitch.



We've got this far in the captions, and haven't even mentioned Wacky Races once.

RACER

done particularly well on both the SNES and the Megadrive. It's the game that looks a bit like *Mario Kart,* the one that was advertised using former "glamour" model Suzanne Mizzi, the game that Grandslam's *Bump and Burn* tried to be, but failed dismally. Interestingly, while cart games spend all their time screaming things like "32 Megabit action!" a Megabit's such a tiny amount that the Amiga can cope with even the biggest quite comfortably. *Street Racer,* for example, can be loaded in its entirety into the A1200's memory, so there isn't going to be any disk swapping.

The press release claims the first ever fully textured tracks on the Amiga, which is a bit of a porky as *Virtual Karting* got there first. However, whereas *Virtual Karting's* got just three tracks and a standard race mode to go with it's SNES style Mode 7 scrolling, *Street Racer's* got 24 tracks and enough features to make it sound very good. Very good indeed.

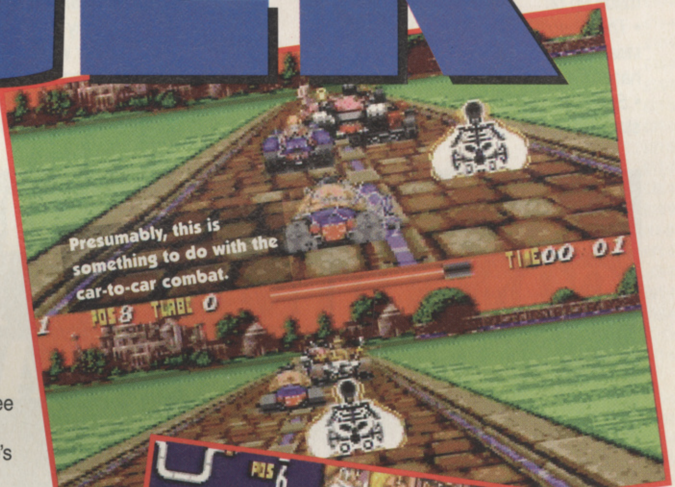
For a start, all the eight players in the game have got different characters and abilities, making them more akin to beat-'em-up characters. Raphael, for example, fancies the pants off Surf, so he'll never attack her, and so ultimately if you choose the Soccer option, they'll all pair off with their favourite player. Soccer's football – but in a car, and as well as just bashing the ball, you can dribble, lob and bend it, although how you are supposed to manage this without a Megadrive joypad isn't yet quite clear yet.

The other, none racing option is the Rumble mode, where everyone zooms around a wide-open Rumble arena and tries to bash each other in a sort of *Mario Kart, Road Rash* combo type thingy. Violence in racing games has, in our opinion, been overlooked far too many times, and we're pleased to see its inclusion here.

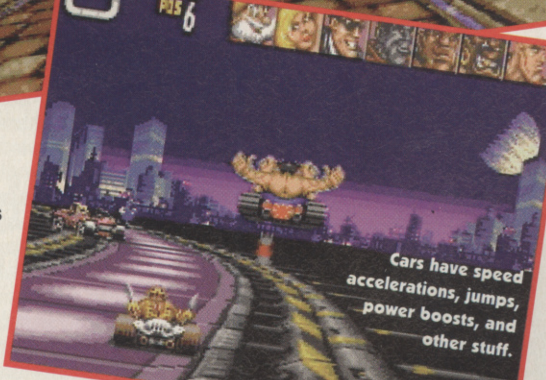
And then, of course, there's the racing itself, with different championship races, various cups and all that malarky. You can race sudden death, single lap races, or slog round for ages. You can hit cars or jump over them, rack up bonuses for being the meanest racer, handicap the better players and even – Oooh – find the hidden bonus game. But, BUT, BUT! what's truly exciting is the four player mode. FOUR. That's FOUR PLAYER then. Okay, so who cares if, like the console versions, you have to stare at a letterbox slice of the screen? This we can cope with, so long as you get to play FOUR players at a time. Multi-player games, we've come to realise, are more important than any other form of computer entertainment.

While we don't usually pass judgement on games at the preview stage, and though we've only seen a few screenshots and a press release, I reckon this one's going to be great. The fact is I've played the Megadrive version, and seen how much fun it is. The giant football and head-cracking violence can't fail to deliver. The main reason I think it'll be good though, is that the conversion's being done by the same bods who did the original, and the team's lead by Mev Dinc. And he's great he is. Apart from the *Last Ninja* series, but we'll sort of forgive him for that.

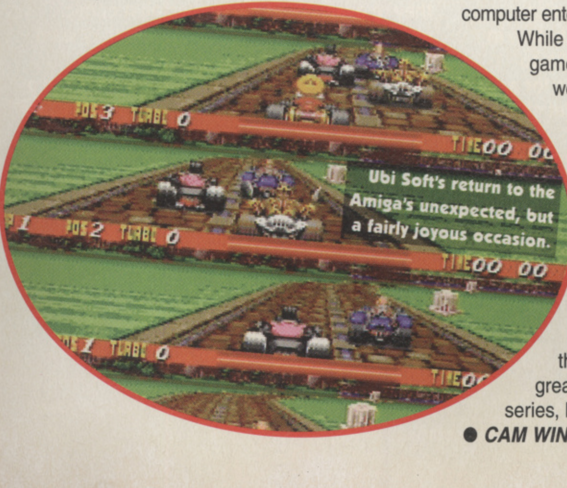
● *CAM WINSTANLEY*



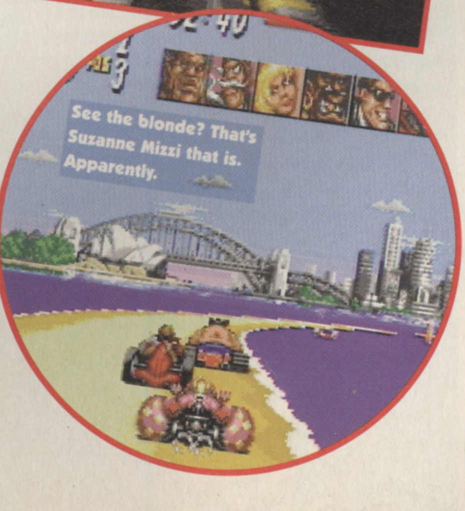
Presumably, this is something to do with the car-to-car combat.



Cars have speed accelerations, jumps, power boosts, and other stuff.



Ubi Soft's return to the Amiga's unexpected, but a fairly joyous occasion.

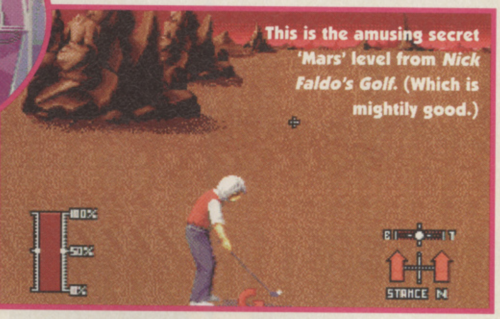


See the blonde? That's Suzanne Mizzi that is. Apparently.

DECENT BUNDLE SURPRISE

The Chaos Engine – it is mightily good.

Pinball Fantasies is also mightily good.


This is the amusing secret 'Mars' level from *Nick Faldo's Golf.* (Which is mightily good.)

After having a bit of a rant last month about the dismal quality of the games in the official "all-new" A1200 bundles from Amiga Technologies, it comes as a pleasant surprise to find out that someone's making an effort to give the relaunched flagship A1200 at least half a fighting chance.

Silica, who are distributing the new bundles, have added a whole load of games to the official Amiga Magic pack, adding at least a certain amount of value to the hefty £399 price tag. As well as the excruciating *Whizz* and the lametably poor *Pinball Mania,* Silica customers will get the top-hole Chaos pack from the Commodore age of the Amiga, which is made up of:

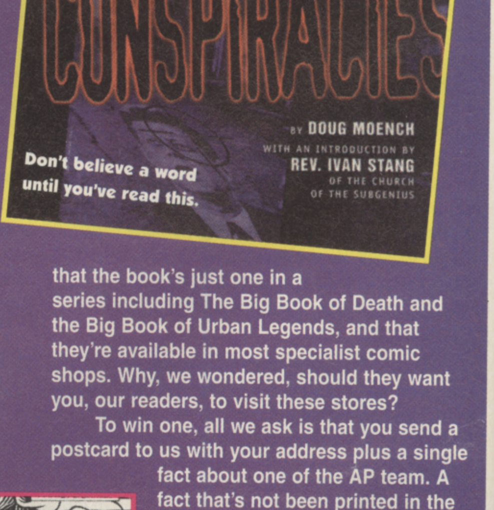
- *The Chaos Engine* (AP34, 91%) Superb steampunky two player shoot-'em-up that's one of the handful of games we play just for fun in the AP office.
- *Syndicate* (AP28, 93%) Amoral futuristic strategy/arcade game featuring some of the universes largest firearms. Shooting innocent bystanders has never been this much fun ever before.
- *Pinball Fantasies* (AP32, 91%) Incredibly realistic, challenging and glitzy pinball from the undisputed masters of arcade pinball. On the Amiga.
- *Nick Faldo's Golf* (AP22, 88%) Special pants, an option to play golf on Mars and pretty much every option you want in a golf game. Puts *Sensible Golf* to shame. Funny that.

In other words, four diverse, yet universally superb, games carefully chosen from the Amiga's extensive back-catalogue to provide a range of top quality entertainment. It's a list that reads very much like an AP Recommends section, and the sort of games we'd have put forwards if anyone had asked us what we thought. But they didn't. Compare this to the two efforts currently snivelling within the box, and you wonder whose side Amiga Technologies are on.

So anyway, a no-holds barred whoop and holler to Silica, who've also vowed to get a full range of A1200 peripherals available before Christmas. Truly you are championing the Amiga, and we salute you.

BLACK HELICOPTERS, CONSPIRACIES AND CATTLE MUTILATION

WIN!

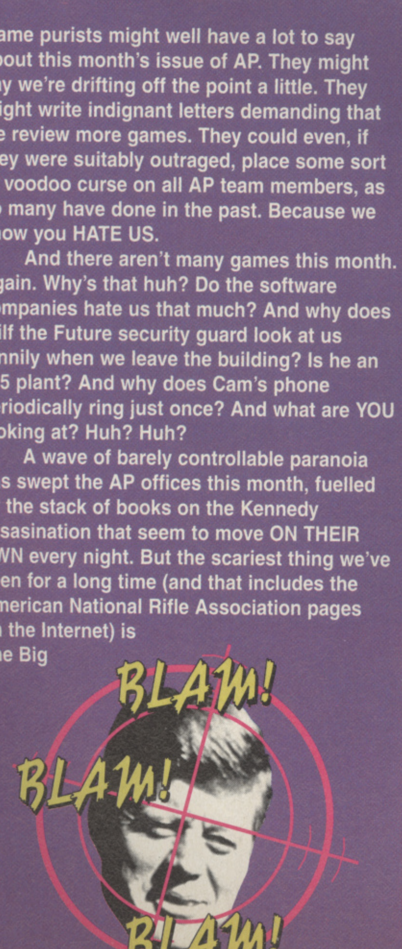

FACTOID BOOKS
ALLEGEDLY TRUE TALES OF TREACHERY FROM THE INFORMATION UNDERGROUND!
THE BIG BOOK OF CONSPIRACIES
BY DOUG MOENCH
WITH AN INTRODUCTION BY REV. IVAN STANG OF THE CHURCH OF THE SUBGENIUS
Don't believe a word until you've read this.

© Paradox Press

Game purists might well have a lot to say about this month's issue of AP. They might say we're drifting off the point a little. They might write indignant letters demanding that we review more games. They could even, if they were suitably outraged, place some sort of voodoo curse on all AP team members, as so many have done in the past. Because we know you HATE US.

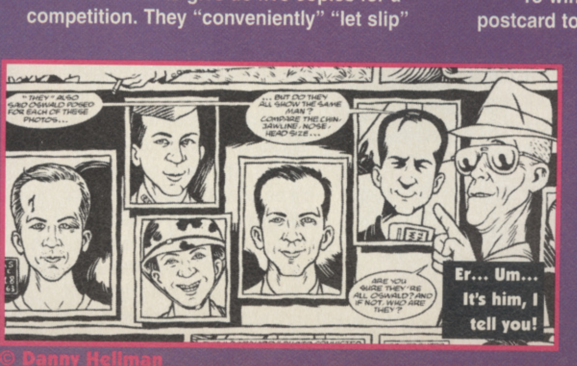
And there aren't many games this month. Again. Why's that huh? Do the software companies hate us that much? And why does Wilf the Future security guard look at us funnily when we leave the building? Is he an MI5 plant? And why does Cam's phone periodically ring just once? And what are YOU looking at? Huh? Huh?

A wave of barely controllable paranoia has swept the AP offices this month, fuelled by the stack of books on the Kennedy assasination that seem to move ON THEIR OWN every night. But the scariest thing we've seen for a long time (and that includes the American National Rifle Association pages on the Internet) is The Big \Book of Conspiracies, a comic book we were inevitably destined to read.


BLAM!
BLAM!
BLAM!

It arrived in the office a few weeks ago, almost as if IT KNEW we were doing a Kennedy Assassination Special, and has lurked here ever since, fuelling our fears of everything from the TRUE meaning of the Pyramids to terrifying tales of "accidental" deaths of pretty much everyone. Was Jim Morrison's soul stolen? Were the Apollo moon landings faked? Why have so many witnesses to Kennedy's assassination met "accidental" deaths? Much is hinted at here.

We tracked down this Paradox Press book (a sinister sub-division of American comic giants DC) to Diamond Distribution in London, and it was almost TOO EASY to convince them to give us five copies for a competition. They "conveniently" "let slip" that the book's just one in a series including The Big Book of Death and the Big Book of Urban Legends, and that they're available in most specialist comic shops. Why, we wondered, should they want you, our readers, to visit these stores?


"THEY" ALSO SAID OSWALD POSED FOR EACH OF THESE PHOTOS...
... BUT DO THEY ALL SHOW THE SAME MAN? COMPARE THE CHIN, JAWLINE, NOSE, HEAD SIZE...
ARE YOU SURE THEY'RE ALL OSWALD? AND IF NOT, WHO ARE THEY?

Er... Um... It's him, I tell you!

© Danny Hellman

To win one, all we ask is that you send a postcard to us with your address plus a single fact about one of the AP team. A fact that's not been printed in the mag. A fact that, by rights, you really shouldn't know. The ones which scare us the most will win the books.

All entries to "You don't know who I am, but I'm watching you", 30 Monmouth Street, Bath BA1 2BW to reach us before 33th Nov. All entries arriving after that date will be forwarded to nondisclosed "third parties."

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Worms Data Disk	Call
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Baldie	£18·99
Bloodnet	£21·99
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AMIGA POWER RECOMMENDS

We have nothing new to recommend. For the obvious reason. Again.

GLOOM A1200

(AP52, 90%)
The first true *Doom* clone 'out of the traps' (eh, analogy fans? Eh? Eh?) is the one the others MUST BEAT. Fantastically exciting, truly scary (the sound effects are top-hole), endlessly playable and ABSOLUTELY REVOLTING it is another first-class shooty game from the author of *Guardian*. What other game, we ask rhetorically, marks your passage with scattered body parts and causes you to be afraid of walls?

COLONIZATION

(AP52, 93%)
Even we were moved to forgive the Z, for *Colonization* (see?) is the biggest and best-everest thing from the fertile head of TV's famous Sid Meier. A complete sim of America in which you can play everybody but the Naive Americans *("Native Americans", surely? – Ed)*, you'll try hard to live in harmony with nature but end up exploiting the land and killing everything to pay for seceding from British rule. Still, eh? *(No, right first time. – Ed)*

SSF2

(AP52, 71%, 81%, 91%)
A peculiar triple mark for this coin-op conversion on the grounds it's swap-heavy (unless you've a hard drive) and control-dodgy (unless you've a CD32 pad). Regardless, it's spot-on to the original (the one with the new characters, remember?) although you might find fault with the teeny graphics and Cinemascope presentation. The number two Amiga beat-'em-up, after *Shadow Fighter*. Obv.

TIMEKEEPERS

(AP52, 82%)
After two gargantually appalling *Valhalla* games, Vulcan entertained us with an overhead *Lemmings*-alike where you plan out moves in advance using placed icons. Spectacularly fiendish level design tests your cleverness and, apart from the beginning of a screen when you have to rush to save everybody falling down holes, it's all fair and above board. And it's £13.

FLIGHT OF THE AMAZON QUEEN

No way, Christma

(AP51, 84%)
Blah blah funny point-and-click adventure blah. Blah blah disappointing final quarter blah innuendo blah. Blah spotted bug put back release by a few months. Sorry. Blah. Out now, etc.

HIGHLANDER! ON VIDEO! IN WIDESCREEN!

He is Macleod, Connor Macleod of the clan Macleod, born on the banks of Loch Somewhereorother. And he is immortal. And so's Sean Connery. Immortal that is. And come to think of it, so are all his mates. I don't know, you wait for ages to meet someone immortal, and then loads of them turn up at once.

Christopher Lambert stars in this jolly action/sword/mystic stuff romp that spans several centuries and manages to have loads of decapitations and sword fights while taking in World War Two, yet astonishingly misses out on the 1966 World Cup Final. Hollywood, hey?

It's directed by one-time pop-promo director Russell Mulcahy, who squeezed this one in between his directorial debut on Razorback (a slick remake of Jaws, only set in the Australian Outback and featuring a huge killer pig – honestly) and The Shadow, and every member of the AP team have strong (but not necessarily matching) views on all three movies.

The videos have been supplied by Warner Brothers and, like the dino-movies, are part of their new Beyond Vision sci-fi and fantasy label. To get one of these widescreen copies, all you have to do is follow these instructions:

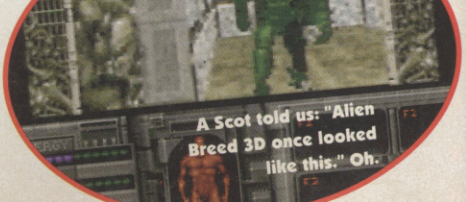
1. Get a postcard, address it to "He May Be in a Kilt, But He Still Sounds French To Me," AMIGA POWER, 30 Monmouth Street, BA1 2BW, and write your name and address.
2. Answer these questions, this month set as a homage to TV's famous Movies, Games and Videos:
– Is Connor Macleod immoral, immortal or immobile?
– What country does Sean Connery come from?
– What country does Christopher Lambert come from?
– So how come Lambert gets to play the Scot then? Huh? Huh?
3. Decorate the postcard with suitably tartan designs and send it to us before November 30th, when we'll ignore the answers and randomly pick out some winners. But knowing us like you do, it will probably be the five prettiest postcards.
4. There can be only one. Entry per household that is. And although the editor's decision is usually challenged by the rest of the AP staff, it's always final.

Highlander star, Lambert, who's not a French cheese.

BREED. IN 3D. IN AMIGA FORMAT

Strange things are afoot at the Circle K or, to be more precise, in Amiga Format's office next door. Shadowy figures in Team 17 T-shirts (well, one) have been lurking dangerously (well, being quite polite to us) in corridors, and soul-consuming "nondisclosure documents" have been signed in blood by Amiga Format staff. According to its complex pseudo-legal wording, should Steve McGill even let us within ten feet of the red and white stripy workman's tent that's been erected around his desk to stop our curious and prying gaze, Team 17 boss Martyn Brown can quite legally come down to Bath and saw his head off.

So the good news is that *Alien Breed 3D* is finally finished and should be in the shops soon. A full review next month then? We hope so, as we're looking forward to playing it more than opening our presents this Christmas, and McGill's given the game away slightly by smiling broadly whenever he leaves the tent. "It's fun," he told us, but this slip of the tongue, according to paragraph 3/b of the nondisclosure agreement, empowers Team 17 "enforcers" to confiscate his stomach contents without giving prior notice. The software industry, it's a funny old game…



A Scot told us: "Alien Breed 3D once looked like this." Oh.

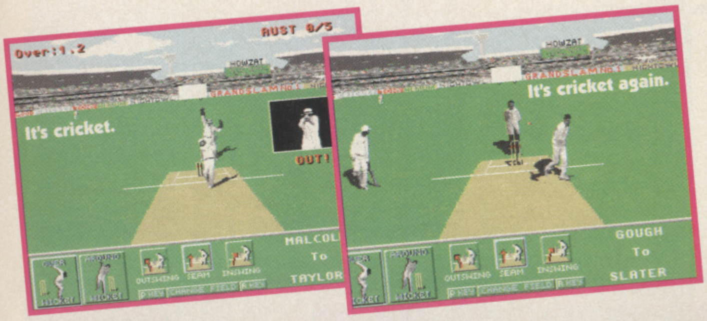
IT'S ITS CRICKET

Quite literally in fact.

While Grandslam's *It's Cricket* (AP47, 65%) isn't quite as good as *Graham Gooch's World Class Cricket*, it's got a rather superior batting section that boosted the review mark considerably. Now, in a bid to boost sales, Grandslam have teamed up with a few shops for some rather 'special' deals.

Buy *It's Cricket* in Virgin Megastores for £24, and you'll get a free Technoplus Amiga mouse or, if you prefer, buy it from Beatties for the same price and you'll get a Technoplus Amiga pad.

So then – a free game with the peripheral, or a free mouse/joypad with the game? Only you can decide.


Over:1.2
AUST 0/5
It's cricket.
OUT!
MALCOLM
To
TAYLOR
It's cricket again.
GOUGH
To
SLATER

Family Ties

NEW!

Through an insidious and untraceable web of false front companies, dead-letter mail drops and bribed EC ministers, the sinister mega global corporation, to which our lives are forfeit, tweaks and manipulates world events and opinions. Witness our impertinence as we now risk the lives of our families and close friends by revealing the extent of their despotic empire. This month: KIMBERLEY DAVIES' LINKS WITH THE WORLD OF THE OCCULT

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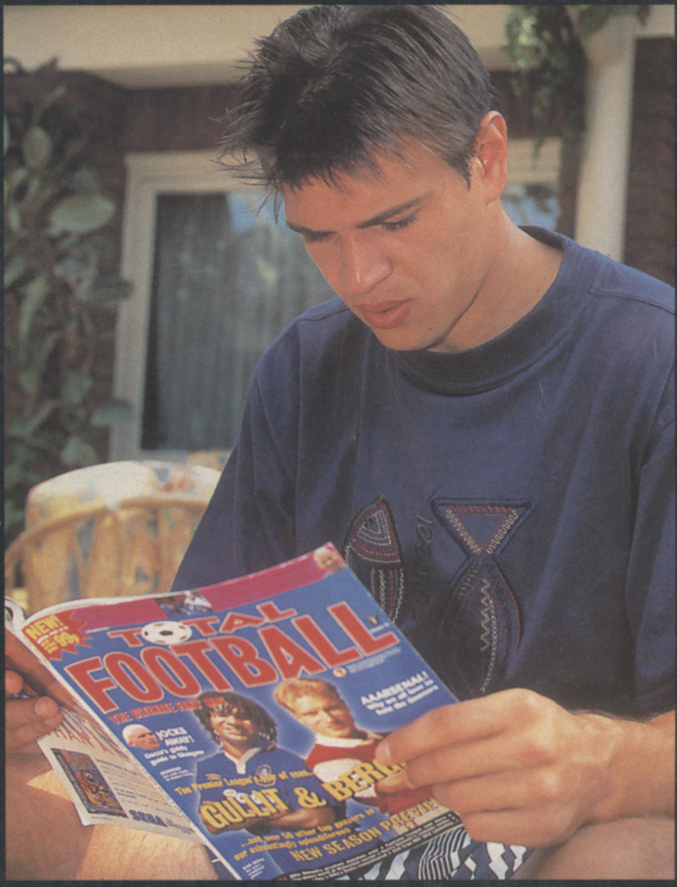
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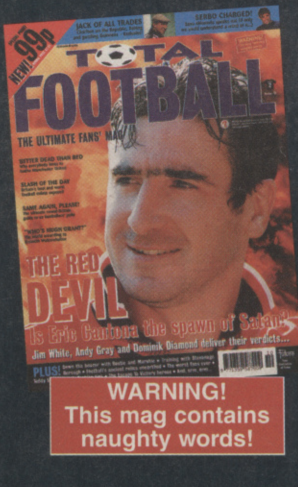
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http://www.futurenet.co.uk/outdoors/totalfootball.html

Consigned To Heaven

A monthly list of things which have vanished, probably forever.

THE POINTS OF VIEW PAGE
Well, with two reviews this month, there's not much point is there? We pray for a happy ending and its welcome return.

O'CONNELL'S SHORT HAIR
Maggie's grown her hair longer in the new series of Northern Exposure, and it simply isn't as nice as it used to be. Get a boy's haircut, Maggie. Oh, go on.

SHRINKY-DINKS
Remember these? Free with cereals, you coloured them, cut round them and grilled them, where they shrunk into tiny versions of themselves. They were great. Pointless, but great.

GOING DOWN

A monthly list of things we'd wish would just kill themselves or go away.

PINBALL MANIA
This was the game advertising the Amiga at the recent Live '95 show in London. Just across the aisle from the Sony Playstation stand showing *Wipeout* and *Tekken*. Humph.

WHOEVER...
...thought that it was a good idea to put the joystick ports at the BACK of the Amiga, where you can't get at them. The insanity of this lurks in our lives on a daily basis.

LITTLE SHOPPING TROLLIES
Sainsbury's thought they were being sooo clever giving children cute trollies with 'L' plates, but didn't realise that toddlers have no motor control. As our bruised ankles will testify to. Ban them now.

SHOCK SIMPSON VERDICTS

Regular readers will recall our stab at explaining who shot Mr Burns, in TV's famous The Simpsons, back in AP53. Well, someone else who's supposedly been having a stab is OJ Simpson and, after nine months and four hours, the jury found OJ... NOT GUILTY!

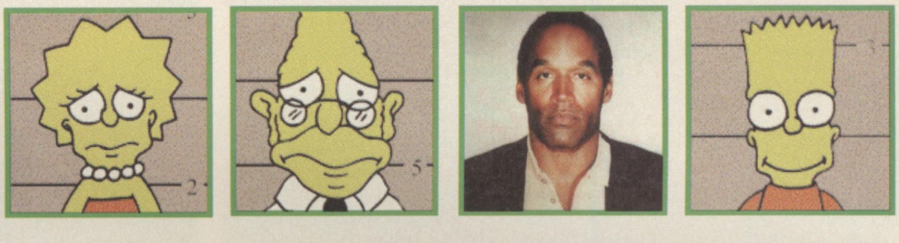
Judge Ito ensured his place in legal history, and numerous made-for-television movies, by wittering on lengthily about proper procedure before handing the verdict to the WORLD'S SLOWEST READING clerk of the court.

AMIGA POWER says: "Are you people mad? He's so indefensibly *("Not" – Legal Dept)* guilty that the INTEGRITY OF THE ENTIRE US LEGAL SYSTEM MUST SURELY BE *("Complimented on its impartiality." – Legal Dept.)*."

Still, on the other hand it's better than States-wide riots, and he's probably got it out of his system. We trust the families of the victims will accept the verdict and not attempt to take the law into their own hands, unless he tries to make Naked Gun 4.

But back to the other Simpsons. At the time of writing, it's still three days until the explanatory episode of this top-class cartoon is shown. But at least two people have already e-mailed Cam, to tell him who the shooter was. So it's over to you, Cam, while the rest of us hum and put our fingers in our ears. *(It was Maggie. Paul was right. – Cam.)*

Only one of these suspects is blatantly guilty...



WHERE ARE WE? AND WHY?

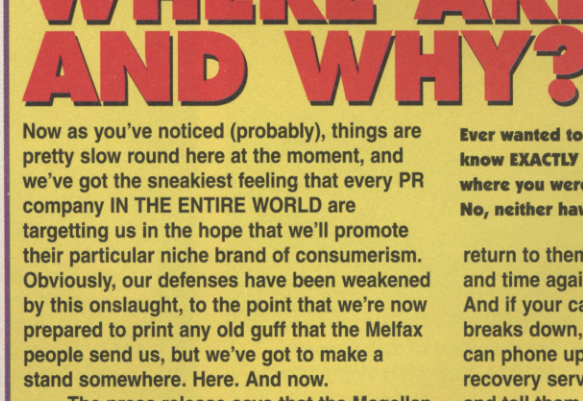
Now as you've noticed (probably), things are pretty slow round here at the moment, and we've got the sneakiest feeling that every PR company IN THE ENTIRE WORLD are targetting us in the hope that we'll promote their particular niche brand of consumerism. Obviously, our defenses have been weakened by this onslaught, to the point that we're now prepared to print any old guff that the Melfax people send us, but we've got to make a stand somewhere. Here. And now.

The press release says that the Magellan GPS 2000 is the essential gift for the man who has everything. They say that at less than £200, it's as cheap and groovy as a mobile phone. They say that the miracle of hand-held satellite positioning technology means you can find "that secret rendezvous in the middle of a forest for a romantic tryst," and that "once you've discovered your favourite places, you can record their location by simply pressing a button and return to them time and time again." And if your car breaks down, you can phone up a recovery service and tell them exactly where you are. Handy things, then.

But we say no. What are the chances of falling in love with someone who also owns a Magellan GPS 2000? What's the point of having a favourite place so bland, you can't find it simply by walking there? And would the AA or RAC know that 48°N, 6°W is actually the last service station before South Wales on the M4? We think not, and despair that they should send this nonsense to a magazine devoted to sitting in your bedroom playing games. Besides, this whole satellite positioning system lark all depends on United States Army hardware, and all civilian devices having a built-in error of around 5 feet to give the military that vital edge should war erupt, so FEAR IT. However, by registering our outrage, we appear to have inadvertently fallen into their promotional trap. Curses.

GPS 2000
MAGELLAN

Ever wanted to know EXACTLY where you were? No, neither have we.



Look around you fool. You're on a mountain.

ALTERNATIVE VIEWPOINT

This month we were expecting to bring you reviews of *Thomas the Tank Engine Pinball* and *Tracksuit Manager 2*, but Alternative won't send the games to us. "*Thomas the Tank Engine* should be finished this week," said Roger Hulley of Alternative through a mouthful of gum over the phone. "But we still haven't decided whether we'll send you it anyway. You're not getting *Tracksuit Manager 2*, I can tell you that. No way."

Alternative, it seems, objected to last month's previews. We did not, apparently, show the proper deference to the games by "taking the mickey out of them" as Roger insists, or by making jokes (as we see it). Alternative particularly took offence with our saying "a game is game, so there" about *Thomas*, because "it's a children's game. You don't read Enid Blyton, do you? You don't read ABC books. You don't play with Power Rangers. Thomas is like that. It's a children's game."

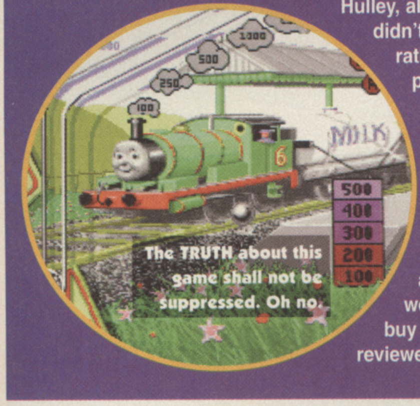
But, as we said in the preview, we rather enjoyed playing it.

"And so do we here at Alternative. It's a family game."

But, we added, Jonathan does indeed still read Enid Blyton. And Paul's flatmate has an extensive collection of Zoids.

"That's really sad," said Roger Hulley, although he presumably didn't mean that to include rather enjoying playing his pinball game. Anyway, we made our excuses and hung up.

We'll be sure to buy both *Thomas the Tank Engine Pinball* and *Tracksuit Manager 2* just as soon as they appear in the shops. As we so often tell you, don't buy a game until you see it reviewed here in AMIGA POWER.



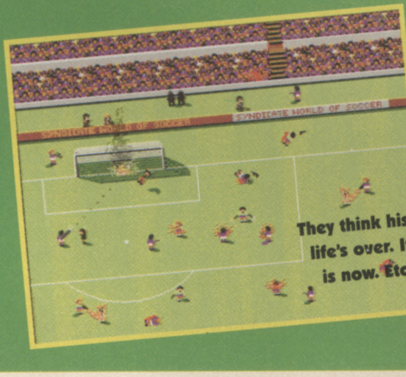
The TRUTH about this game shall not be suppressed. Oh no.

IN THE STYLE OF...

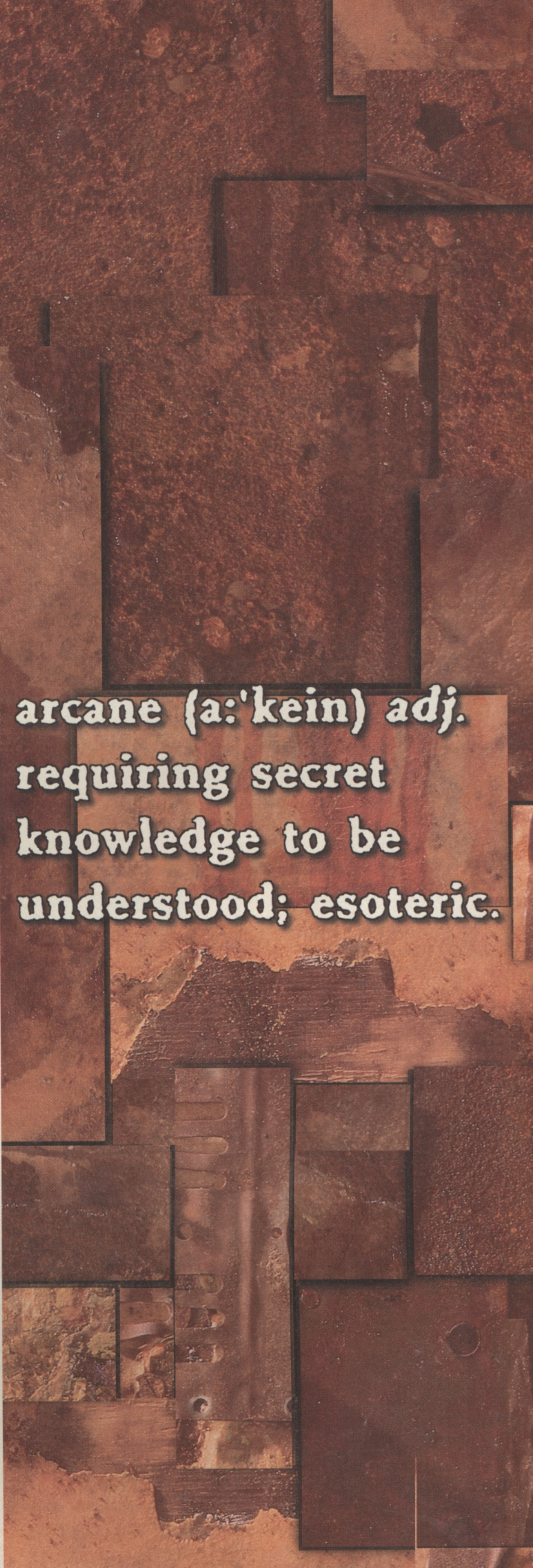
An obvious target for this month's In The Style Of..., but one that has found favour for being about *Syndicate*, and being about football. Most readers will probably not have noticed, but new Prod Ed Martin is a football fan. He was therefore quick to point out strip discrepancies in this picture by Graeme Wisely of Aberdeenshire. "Far too many teams play in blue and white for you to identify which team it actually is," said Martin. "And there should have been a scoreboard, so you could see the body count."

In light of such damning oversights, the pleasingly brutal images of Graeme's creation are diminished. The goalie, for example, somehow seems less startled when blown off his line. And the full-back with the flamethrower, strangely, has lost his devil-may-care sense of humour. Graeme's score, therefore, at first a hefty 7/10, has been suitably reduced to 3.5/10. He will be receiving £35 of software in due course.

If you have an In The Style Of... picture, send it on a Deluxe Paint-readable disk to In The Style Of..., AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Include your name and address and the type of Amiga you have so we know what to send you should you win.



They think his life's over. It is now. Etc.


arcane (a:'kein) adj.
requiring secret
knowledge to be
understood; esoteric.

PINBALL PRELUDE

But what exactly does it lead on to? We don't understand.

Runs on: A1200 only
Publisher: Effigy
Authors: In house
ETA: November

Load up a pinball game, and you expect something that's at least vaguely pinbally. What you don't expect is a dinohead, a stationery Triceratops and a scene that looks more like a discarded One Million Years BC back lot than a pinball table. It's certainly novel, I'll give it that. Once over the initial what-does-what shock, you settle down and start to appreciate that although the table looks very different, it's still a proper table. Sort of. More importantly, it plays like one as well.

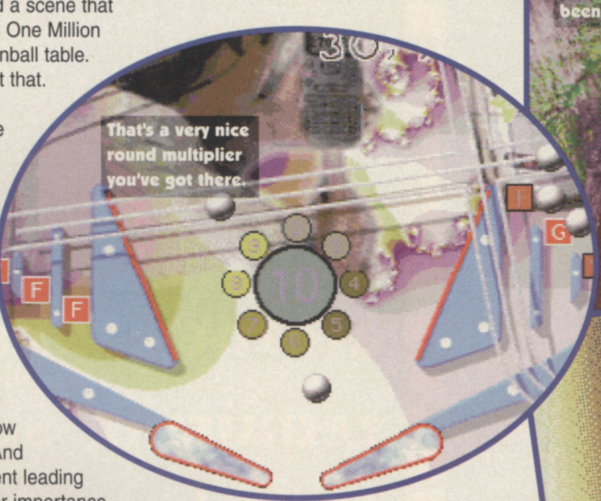
So who are Effigy then? What have they done? Where are they going? Well, we're not entirely sure, but we do know that the name's a bit odd. And because a prelude's an event leading up to another one of greater importance, does this mean that this game's just a run up to another Effigy pinball game? And if it is, aren't they selling this one a bit short by labelling it as the warm-up act? But I digress. Harumph.

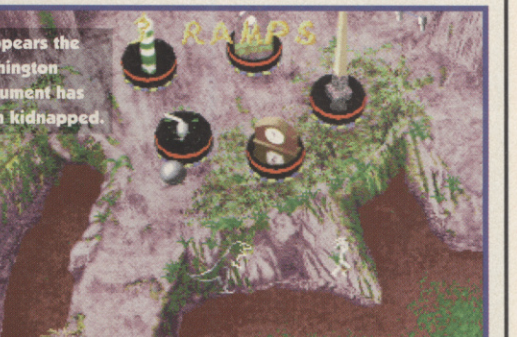
The second table's more up my street, what with it being set in the technologically advanced present day (a big satellite dish, mobile phone and a football pitch. Eh?). This has lots of 'normal' pathways and loops and bonuses and all the usual stuff, and although the finished and final version of the game will have a third table (continuing the theme of 'time' by being set in the future), we haven't seen that one yet as the graphics are being changed, and you know how we like disseminating essential and accurate information. So we'll be seeing that one soon. In the future.

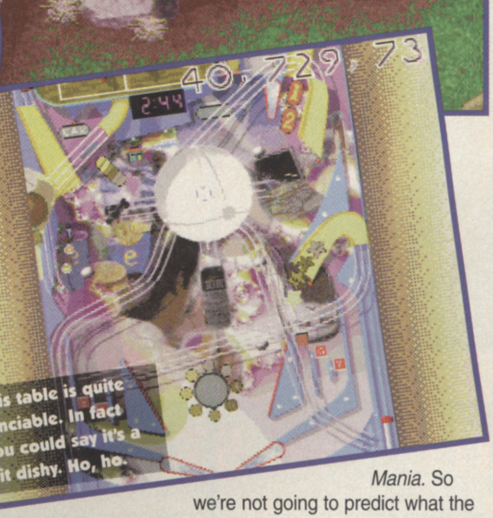
> "It's certainly novel"

As far as the most important bit of information goes, the ball moves nicely (and fast, too), the flippers seem to work and the ball always goes where I want it to. Unlike, for instance, this month's unutterably poor *Pinball Mania*. So we're not going to predict what the finished version's will play like until it reaches this office. Until then, answer me this. Why *Pinball Prelude?* WHY? Perhaps they've run out of things to put after the word 'Pinball' to make a cool sounding game name… I fear we'll never know.

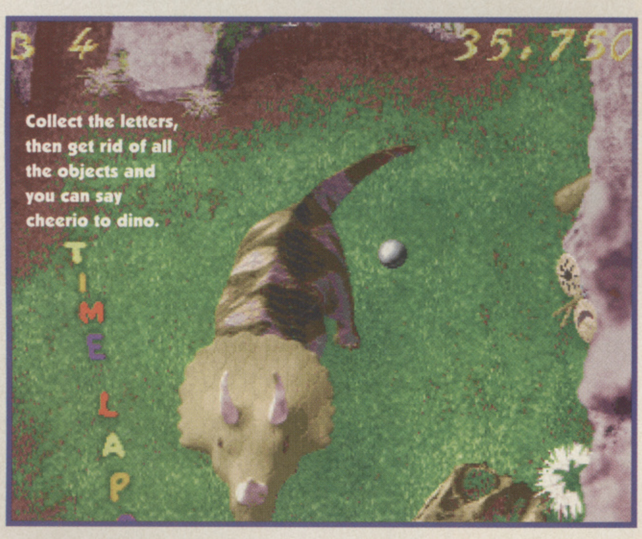
● ***PAUL MELLERICK***


That's a very nice round multiplier you've got there.

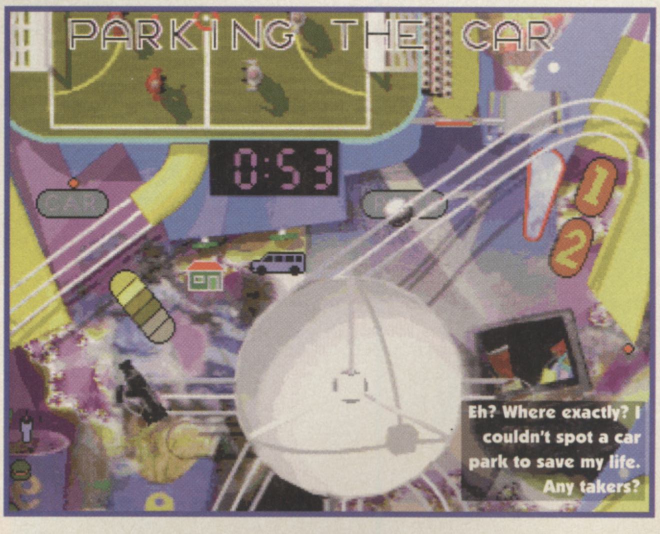

It appears the Washington monument has been kidnapped.



This table is quite fanciable. In fact you could say it's a bit dishy. Ho, ho.



Collect the letters, then get rid of all the objects and you can say cheerio to dino.



Eh? Where exactly? I couldn't spot a car park to save my life. Any takers?

MYSTERY PRESS RELEASE CORNER

After a regrettably barren October, Melfax (of Modem Card fame) HAS RETURNED IN STYLE. Bear witness now to the 8Mb DRAM Card (lovely) which provides "the ideal, reliable memory upgrade for notebooks, laptops and other portable equipment." Like lunchboxes, presumably. Or bicycles. ("After fitting the Melfax DRAM Card to my bicycle, I was delighted to find it could remember the way home without human intervention. Well done, Melfax.")

In keeping with the Melfax Mystery Press Release tradition, we have no idea at all about the 'message' the photograph is sending. We suspect it may be, "Great-Great-Granduncle shot in the back while cheating incompetently at poker against Marshal John Herod? Celebrate the anniversary with the Melfax DRAM Card," but, as usual, we may have misinterpreted it.

MELCARD
8 MB
DRAM
CARD
MITSUBISHI ELECTRIC

The Melfax DRAM card. Celebrate its very existence.

THE AMIGA POWER READ-BEFORE-YOU-BUY SECTION

Hey, it's a big, bad world out there, so before you buy anything through mail order, make sure you follow the AMIGA POWER guide to avoid getting fingers, and wallets, burned:

1) Don't just read the ad and then send off your hard-earned cash. Ring them up first. This way, you can not only make sure what you want is in stock, but also check out their service. Do they replace faulty equipment? How quickly do they deliver? Are there any charges for delivery? We don't know, but they will.

2) Read the small print in the ads. If it's small, they're obviously trying to hide something.

3) It's a bit dodgy if there isn't an address on the advert. Also, if you phone them up and they don't answer, avoid, Avoid, AVOID. If you get into trouble, this ISN'T a company you want to be dealing with.

4) If you've got a credit card, use it. For purchases over £100, most big name credit cards legally entitle you to claim compensation if the retailer goes bust. Check your card documentation for further details, and ask about extra insurance.

5) DON'T SEND MONEY OR POSTAL ORDERS. Credit cards or cheques only. This is the '90s for crying out loud, not some fondly remembered Billy Bunter-esque decade of picnic baskets from rich land-owning uncles.

6) Keep records. For credit card purchases, make a note of the time of the order and get them to give you an order number. When ordering over the phone, double-check the price before ordering.

7) Keep records. For cheque purchases, fill in the cheque stub with the right amount and full name of the company.

8) When your goodies arrive, check everything straight away. If anything's broken or missing, phone and complain straight away.

9) Keep up to date: Order from the most recent issue of AP which is what you should be reading now.

10) If it doesn't work out, phone the retailer first. Don't yell at them or anything, just tell them clearly what your problem is and the chances are they'll probably tell you it's all been a silly mistake and sort everything out right away. If, however, you think you've just given your money to a grade-A scumbag, phone up your local Trading Standards Officer. He's in the phone book, and good luck.

On Thursday
9th November
Future Publishing
will launch an exciting
new roleplaying magazine

it will be called arcane

read it

arcane
the roleplaying magazine

Miniatures
The Internet
Board games
Tabletop games
computer games
play by mail games
collectable card games

For more information on arcane, access the arcane homepage at http://www.futurenet.co.uk/

WIN! ROAWWG

Dinosaur games eh? Whatever happened to them? That was the question that "Professor" Jonathan Davies asked in AP47, seconds before he dropped his knowledge on those assembled. Thanks to his encyclopedic knowledge of prehistoric animals plus his extensive library of Orbis partworks (buy issue one, get issue two, a binder, and a small part of a plastic model kit – FREE!), he revealed why they died out, how we might be able to bring them back to life and how long they were in relation to the average modern estate car.

What the good doctor failed to include in the feature was a rip-snorting, toe-tapping compo with the sort of prizes that leave you swooning onto the sofa and waking up with a nasty nosebleed. The very sort of prize, in fact, that has miraculously turned up a mere eight months late. Which, in fossil terms, is short change.

Fulfilling the wishes of many, Robin Hood burns in hell.

We've got four sets of three tip-top dinosaur movies to give away, thanks to the marketing spend capacity (and generosity, obviously) of Warner Home Video. They've started a new label called Beyond Vision which features all those films you used to love on telly when you were little, but that they just don't seem to show any more. Our little bundles form a pre-Jurassic Park, pre-computer graphics, six hour stop-motion Ray Harryhausenathon comprising of:

ONE MILLION YEARS BC – Spectacular nonsense from the House of Hammer boys and girls, where cavemen "Unga-bunga" their way through the dialogue and periodically get eaten by dinosaurs. But worth it simply for Raquel Welch in //that// fur bikini. Truly she's the pin-up of choice for unjustly incarcerated Tim Robbinses everywhere.

THE VALLEY OF GWANGI – Or, as Jonathan put it, "King Kong, only in Mexico and with dinosaurs and cowboys instead of apes and adventurers." There's even one of those crap professors who says "Fascinating" a lot and constantly has to get rescued at the cost of numerous cowhands' lives.

CLASH OF THE TITANS – Greek legend romps a-plenty movies starring Maggie Smith as Mrs Zeus, the most beautiful goddess of them all obviously can't be taken too seriously. Thankfully, this one allows us to chuckle our way past Harry "LA Law" Hamlin's immaculate hair, gasp at the groovy flying horse, snort at the obvious R2D2 rip-off clockwork owl and go "Oohh!" at the big sea monster at the end.

We love each and every one of them (but obviously not as much as Jason and the Argonauts) and are loath to part with them. But part with them we must. To be in with a chance of getting all three vids, simply write your name and address on a postcard, stick on a photo of anyone over 70, and send it to "Hmm Fascinating, an Entirely New Species of Rampharinctosaurus", 30 Monmouth Street, Bath, BA1 2BW, to reach us before 30th November, or the next Ice Age. Whichever comes first.

Future Publishing
SPECIAL ISSUE!
SFX
NEW SEASON TV SPECIAL!
WORF DRIVE
WORF JOINS DEEP SPACE NINE, PLUS YOUR COMPLETE GUIDE TO ALL THE NEW SF TV SHOWS!
AND! FOUR FREE ART PRINTS! MULDER, SCULLY & MORE...
ON SALE 26 SEPTEMBER
Films, TV, Books, Comics, Video, Models and more…

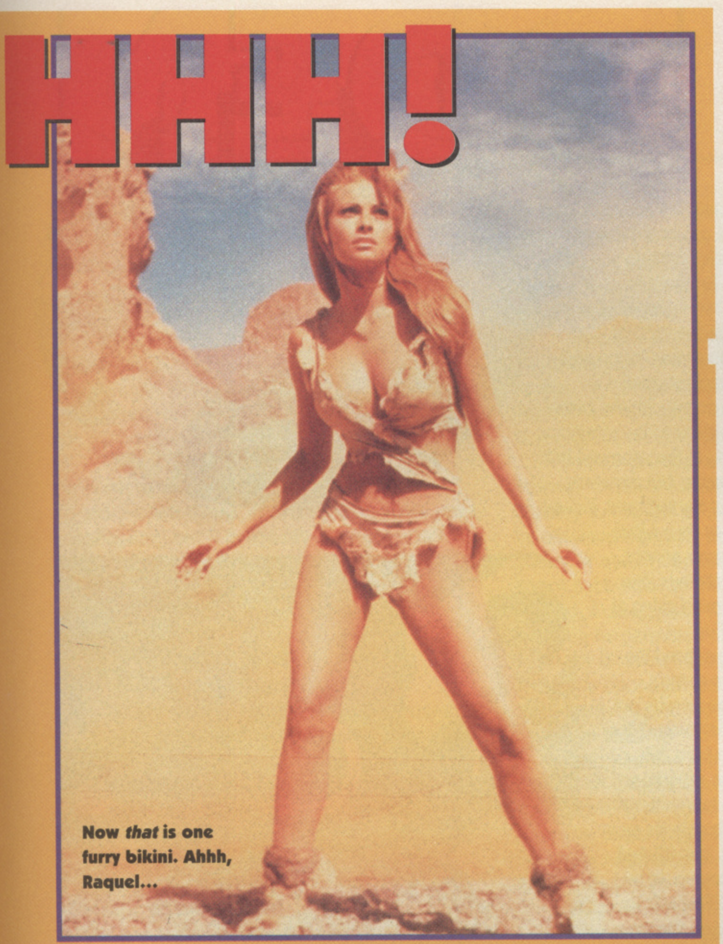
Dunking cookies in tea, he's...

THE DISSEMINATOR

Cats go prickly at his approach. Doors bang shut and blinds are drawn as his shadow stretches along the road. But it is to no avail. The Disseminator knows all the ways in. With a pin and a stick, no lock is an obstacle to his QUEST FOR TRUTH and search for a new VCR. (But we don't mention that part.)

	The One	Amiga Action	AMIGA POWER
Alien Breed 3D	—	91%	—
Brutal	!69%	*90%	27%
Fears	87%	92%	40%
Amazon Queen	—	—	*84%
Gloom	90%	90%	90%
Hollywood Hustler	—	—	35%
High Seas Trader	60%	81%	22%
Kingpin	78%	84%	47%
Obsession	!72%	86%	78%
Odyssey	—	89%	*79%
Pinball Mania	—	—	11%
Rise of the Robots	59%	92%	5%
Sensible Golf	81%	90%	69%
Shadow Fighter	91%	*90%	91%
Speris Legacy	—	*86%	—
Super League Manager	52%	34%	89%
Timekeepers	!89%	87%	82%
Turbo Trax	79%	92%	46%
Virocop	*89%	91%	81%
Wheelspin	—	23%	—
Whizz	!87%	42%	41%

* Illustrated on the cover of the review issue, possibly as an 'exclusive'.
$ Although, suspiciously, all the screenshots are from the PC version.
! Reviewed in the all-new The One.



Now *that* is one furry bikini. Ahhh, Raquel...

YOU, THE PEOPLE

Democratic, that's us. So when you fill in your reader response forms and send them to us, we read every single one and try to tailor the mag to suit your demands. For the most part, it's heartening to see that most of you like AMIGA POWER, but every so often, we come across comments so odd, so unfitting, and so plain stupid that we question whether some of you actually read AP at all. The identities of the authors of these suggestions have been deliberately withheld:

"Don't even mention the PC in your mag. Pretend it doesn't exist."
JR from Walsall
"More reviews!"
JH from Norwich
"I would like the magazine every month. Please information?"
JA from Holland
"Put write up in on things like modems, printers, monitors, etc."
SS from Somerton
"Needs more reviews. Maybe half-page ones."
DB from Preston
"A section on how games are written, ie in C or Assembler, would be great."
SS from Ilford
"The issues should be made thicker, eg 150 pages."
DB from Wolverhampton
"I know you are a games only mag, but how about reviewing hardware?"
SS from Sheffield
"Batman Forever is even worse than you said. Joel Schumacher deserves to die painfully."
BD from Loughborough
"More, longer previews."
BL from Norwich

TOP TWENTY CHARTS TOP TWENTY

1. PLAYER MANAGER 2
Anco/Virgin £20 ★★
2. PREMIER MANAGER 3
Gremlin £26 ★★★★
3. SENSIBLE WORLD OF SOCCER
Rengade £30 ★★★★★
4. SENSIBLE GOLF
Virgin £30 ★★★
5. THEME PARK
Bullfrog £30 ★★★★★
6. ULTIMATE SOCCER MANAGER
Impressions £26 ★★★★★
7. COLONIZATION
Microprose £35 ★★★★★
8. SKIDMARKS
Acid Software £10 ★★★★★
9. SUPER SKIDMARKS
Acid Software £28 ★★★★★
10. FIFA INTERNATIONAL SOCCER
Electronic Arts £30 ★★★★
11. KICK OFF 3
Anco £25 ★★
12. RISE OF THE ROBOTS
Mirage/Time Warner £43 ★
13. COMBAT CLASSICS 3
Empire £30 ★★★★
14. JUNGLE STRIKE
Ocean £28 ★★★★
15. UFO: ENEMY UNKNOWN
Microprose £26 ★★★★
16. TACTICAL MANAGER 2
Black Legend £26 ★
17. F1: WORLD CHAMPIONSHIP EDITION
Domark £26 ★★★★
18. CANNON FODDER 2
Virgin £26 ★★★★★
19. MANCHESTER UNITED: THE DOUBLE
Krisalis £26 ★★
20. ZEEWOLF
Binary Asylum/Empire £26 ★★★★

TOP FIVE BUDGET CHARTS TOP FIVE BUDGET

1. SUPER METHANE BROTHERS
Extender £10 ★★
2. THE SETTLERS
Blue Byte £10 ★★★★★
3. BRIAN LARA'S CRICKET
Audiogenic £10 ★★
4. INDIANA JONES: FATE OF ATLANTIS (GRAPHICS ADV)
Kixx £17 ★★★★
5. MORTAL KOMBAT
Virgin £10 ★★★★

TOP FIVE CD32 CHARTS TOP FIVE CD32

1. GLOOM
Black Magic £26 ★★★★★
2. ROADKILL
Acid £26 ★★★★★
3. MICROCOSM
Psygnosis £45 ★
4. LEMMINGS
Psygnosis £26 ★★★★★
5. RISE OF THE ROBOTS
Mirage/Time Warner £35 ★

The charts are © ELSPA

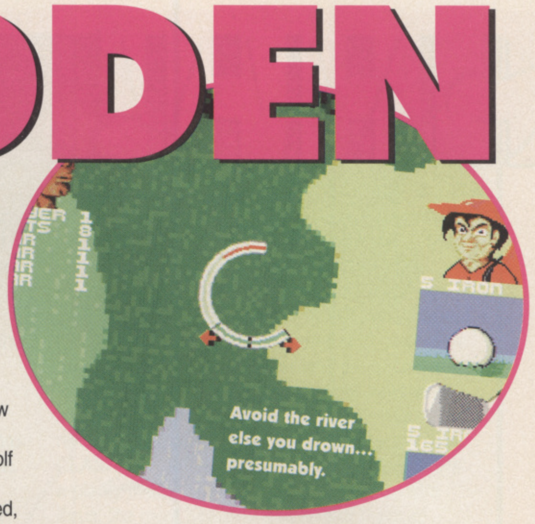
THE HIDDEN GOLF

We have fun tracking down previews. *The Hidden Golf,* for example, involved ringing up Craig Howard of The Hidden for a month before he broke down and confessed we should be ringing someone else. WITHIN A DAY of speaking to this sinister new contact, we had a demo disk of *The Hidden Golf* spinning to a halt on a desk. And demo disk indeed it is, with no more to do than rotate the screen and make it go up and down.

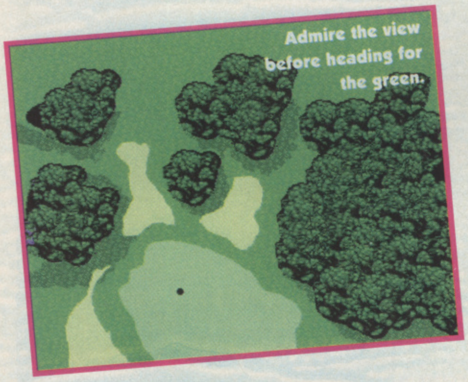
Rotate? Up and down? Er, that's it.

In *The Hidden Golf,* YOU are the ball. You twist the screen round and about, then press fire to launch yourself sickeningly into the air. The course shrinks below you, then rushes up as you clunk to the ground, perhaps bouncing and rolling in the approved golf fashion. It's frightfully impressive, but peculiarly similar to the effect in *Virtual Karting* (and, indeed, *Street Racer*). *(You wait ages for a Mode 7 game, then three come along at once, eh? – Ed.)* We eschew the obvious joke about three such games coming along at once. *(Damn and blast. – Ed.)*

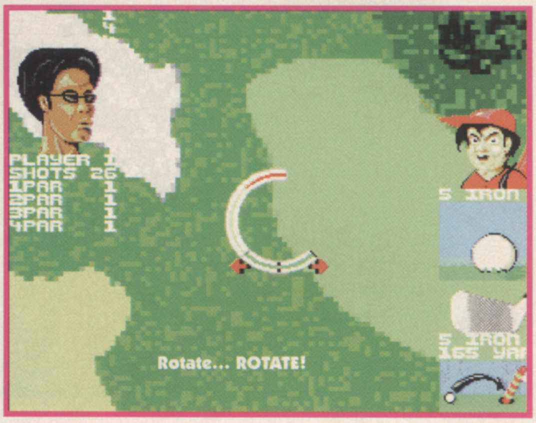
Alert readers will have noticed the lack of commentary from the game's programmer. This is because he was out when we rang, and we frankly haven't the time to wait for him to return from the shops. We cannot, therefore, report on whether the game will have tournaments and multi-player options, although it's all a bit of a foregone conclusion, isn't it? And anyway, this is only a first look so we've plenty of time to ACCRUE ESSENTIAL INFORMATION for the preview proper. We leave you with screenshots.



Avoid the river else you drown... presumably.



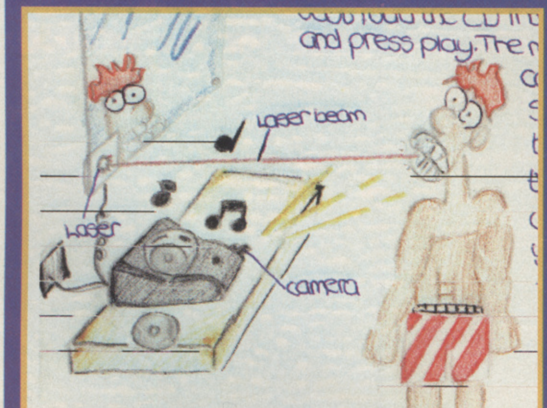
Admire the view before heading for the green.



Rotate... ROTATE!

The Bavarian W

Once again we've neglected our prize duties for months and months, and once again, we're remedying the situation in one dramatic splurge of compo winners. Let's take it away in strict chronological order.



Upon hearing of his win, Charlie told us: "Gargle... thanks... gargle."

AP49 – IMAGINE THE WORLD OF TOMORROW

In one of his last acts as editor, Jonathan Davies came up with a compo that hardly anyone at all understood, including us. The idea was to predict how CD technology could be used to improve our lives and reduce the size of things, for instance, a miniature CD wardrobe that's just a CD player storing patterns linked to a knitting machine. Get it? Many didn't.

Thankfully though, many more did, putting them in line to win a CD32 and £100 worth of Acid games, including *Super Skidmarks, Roadkill* and *Guardian.*

We liked David Gooffin's "Make friends via CD" system, which kidnaps "new friends" from bus stops and forces them to play games with you. We also Liked Brett Davids' CD World, where he's popular, has lots of friends and doesn't work in Burger King. And Patrick Lambert's cool drawings almost clinched it.

Almost.

However, Charlie McConville's CD toothbrush which scans your teeth to remove plaque while simultaneously playing music scooped the prize, and a CD32 will be winging its way to Leighton Buzzard very soon.

AP50 – CAR FOR A FIVER GUV?

In our *Ultimate Soccer Manager* compo, we asked you to correctly list some football match fix excuses in order of credibility. The prize for all these dodgy deals was put up by Daze marketing, who also stumped up 10 copies of the game. The angels.

Jodi Crisp from Eynsford won £300 in used notes. They were sent to her in a discrete plain brown envelope.

The runners up each got a copy of *Ultimate Soccer Manager.* And in order of no particular importance, they are John Nicholl from Doncaster, Adam Waller from Preston, Lee Wakeford from Bristol, Bryn Williams from Woking, Dean Ealey from Liverpool, Sally Funnell from High Ongar, Sara Fallis from Newcastle upon Tyne, Martin Giles from Leeds, David Brayshaw from Waltham Abbey and Nigel Parker from Basingstoke.

OFFICE JOUST

Office toys are big business: Nerf-Ball, for example, or the soon-to-be-released Office Laser Tag. We at AMIGA POWER spurn such commercial pap, however, preferring to rely on our own ingenuity and a few common office items to pass the time pleasantly when games PROMISED DELIVERY ON THE EYES OF THE PUBLISHER'S CHILDREN don't turn up, when we've seen all the latest films, and when we've got bored with shooting BB guns at pictures of 'Spooky' Mulder and 'Ill-Fitting Bra' Scully.

Regrettably, the AP office is not large enough to stage games of Chairball (the Wheely-Chair Game of Champions; rules upon application) but it is exactly the right size for Office Joust. Perhaps those of you with offices would like to recreate the game for your own amusement. We ask no royalties.

YOU WILL NEED:

- Two wheely chairs. (The Steeds.)
- Four cardboard tubes of the type used to post paintings, parcel-taped to make a pair of Lances.
- A football glued to a shorter cardboard tube. (The Mace.)
- Two sturdy Shields. (We use promotional boards of old AP covers.)
- Knights.
- Squires.
- A Sue and her handkerchief.

The Knights armour themselves as well as they can with jiffy bags and coal scuttles, before seating themselves upon their Steeds. The Squires position themselves behind the Steeds, balancing themselves with their weight forwards.

Upon Sue dropping her handkerchief, the Squires propel the Steeds towards each other, arranging to pass in the centre of the office.

The Knights then attempt, within the rules of chivalry (a copy of which can be obtained from any public library or quaint bookshop) to knock each other to the ground. A successful Knight will then be permitted to wield the Mace to lightly batter his opponent into submission. He can then claim his prize by presenting his Lance to a Lady-in-Waiting.

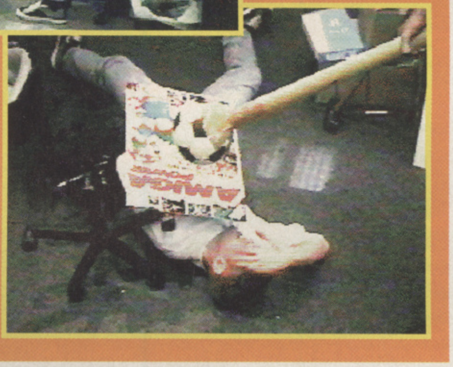
Then, she and the Knight ride off into the sunset, an effect achieved by opening a door and switching on some lights. A Knight who wins five bouts may colour his Shield with a permanent marker and be known as The Black Knight. As yet, no-one has earnt such respect.

Office Joust is an invigorating and healthy sport. We urge you to try it.

AMIGA POWER

Martin psyches out the opposition.

With Cam's defence bearing up, his lance is poised for contact.



The victim of a deadly strike, Cam makes Martin pay.

innerfest, 1995

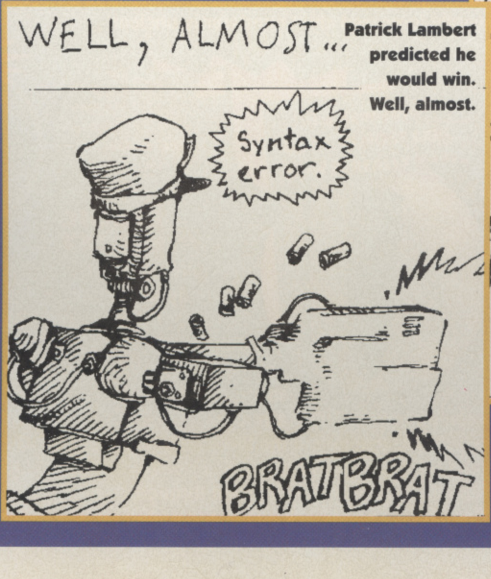
AP51 – EDIT THE SPACE/TIME CONTINUUM

Gremlin's *Premier Manager 3* Multi-Edit system allows you to change every single aspect of the players and teams in *Premier Manager 3*. No surprises there then. As a loosely related compo, we gave you the names of several famous people from the past and present and asked you to edit part of their lives and predict the outcome. It was one of those "be funny and win prizes" competitions that seem to baffle and confound the lot of you.

Not so for Michael Appleby from Newcastle Upon Tyne though, who should have a groovy TV/video combo and football video before this mag hits the shelves. He suggested, amongst other things, that we edit Wuthering Heights out of Emily Bronte's life and replace it with Cartoons: A connoisseur's guide, so that she'd have given the world Heathcliff the cat.

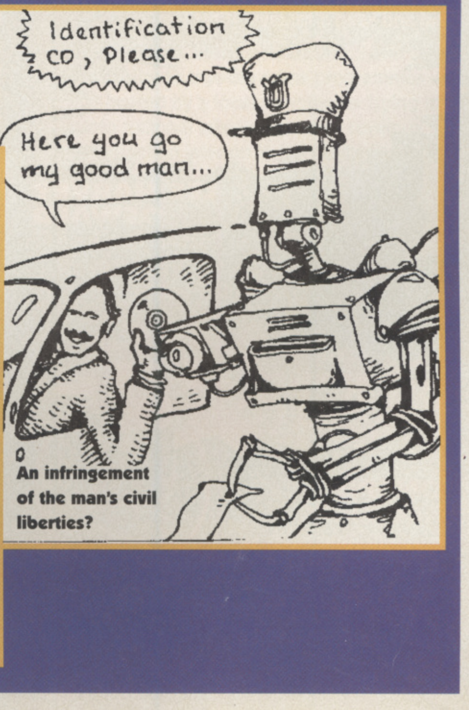
Eerily, his was the funniest entry, and all the runners up got a copy of *Premier Manager 3* and the multi-edit system.

They are Bill Burton from Bromley, Scott Rowlands from Waterlooville, Poppy Horrex from Suffolk and Fraser Lamont from Glasgow.



WELL, ALMOST...
Syntax error.
BRATBRAT

Patrick Lambert predicted he would win. Well, almost.



Identification CD, Please...
Here you go my good man...

An infringement of the man's civil liberties?

Who REALLY killed JFK? We know. And, here, we will tell. You. Whom.

DUCK,

Doubtless the cynical among you (and the PLANTED CIA OPERATIVES, eh? Eh?) will be questioning the legitimacy of AMIGA POWER's inquiry into the JFK assassination. "How could they possibly find out what has eluded professional investigators and government commissions for 32 years?" such people might be thinking. "How can they present ill-conceived, shoddy re-enactments and third-hand unsubstantiated gossip stolen from uncertainly-authentic books as fact?" Well, there's a good reason for... "And isn't this all far too American?" Yes, but... "And who cares anyway?" The reason... "Can you tell me the finishing moves for Goro in *Mortal Kombat 2*?"

Shut up. Just shut up.

A QUICK GUIDE TO THE ASSASSINATION

For the benefit of several persons, a top-speed look at the principal players in our little tragedy.

WHO???

JOHN FITZGERALD KENNEDY

35th President of the United States. Democrat. 'Jack' to his friends. Popular with the electorate, but after barely two years in power had made powerful enemies of the CIA ("I'm going to splinter the agency into a thousand pieces and scatter them to the winds") and the military (he wanted to pull out of Vietnam). He's the one who gets shot.

WHEN???

JACKIE KENNEDY

John F's wife. Famous for jumping out of the car to chase a bit of her hubby's head and keep it for later. (Fact.)

WHOM???

LEE HARVEY OSWALD

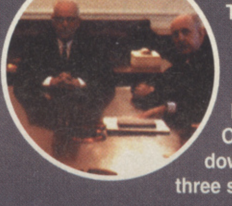
The Commie lone nut shooter. Or possibly the PERFECT PASTY.

WHICH???

CONSPIRACY THEORISTS

A group of Americans who question the official story of the assassination. The bullet paths don't line up, they say. Dozens of witnesses reported gunshots from the grassy knoll, they say. Don't call us conspiracy theorists, we're revisionist historians, they say.

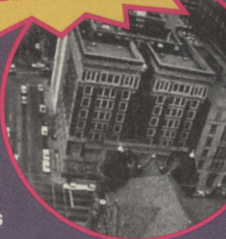
HOW???



WARREN COMMISSION

The government body set up to investigate the shooting. Their conclusion: Commie lone nut Lee Harvey Oswald acted alone, downing Kennedy with three shots in 5.6 seconds.

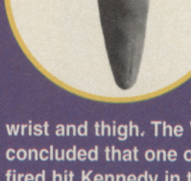
WHERE???



DEALEY PLAZA

The scene of the shooting. The Warren Commission point to the Texas School Book Depository (where Oswald was supposed to have fired the shots from the sixth floor); conspiracy theorists point to the fact the shots were fired as the limo drove away from the warehouse (if Oswald had fired as it approached, he'd have had twice as long to blast away before the limo could escape) and that the point of the shooting was a 'triangulated fire zone' between the Depository, the grassy knoll and the Dal-Tex building. Kennedy was killed on Elm Street – hence Wes Craven's 1984 film A Nightmare On Elm Street, although how he got from dead presidents to a woolly-jumpered child murderer is unclear.

WHAT???



MAGIC BULLET

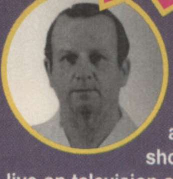
Not only was Kennedy killed, but Governor Connally, riding in the front seat of the Presidential limo, was injured in the chest, wrist and thigh. The Warren Commission concluded that one of the three bullets Oswald fired hit Kennedy in the throat, zipped diagonally across the car, went through Connally, out and back again, and ended up in his leg. We're not making this up.

WHY???

THE THIN, UNCONVINCING REASON FOR ALL THIS

It's the November issue, and Kennedy was shot in November. And *Leading Lap* didn't turn up. Or *Speris Legacy*. And, hey, we think it's funny. Do you want them to cut us EVEN MORE to 68 pages, or what?

WHICH CHANNEL???



JACK RUBY

The nightclub owner and gangster who killed Oswald with one bullet, making him a threefold more efficient shot. He definitely did it – it was live on television and everything. This is just about the only thing anyone's sure about.

WHITHERSOEVER???

JD TIPPIT

The police officer Oswald supposedly killed in the Oak Cliff area several miles away after escaping Dealey Plaza – the crime for which he was arrested. (And not, for example, for shooting the President.)

WHAT THE???

ABRAHAM ZAPRUDER

The bloke who took the famous 8mm film of the shooting (the one that shows Kennedy being thrown back and to the left as his head goes walkies, despite the Book Depository being behind him). A feeble and easily startled cinematographer – the film jumps with every gunshot – but Zapruder's is easily the best evidence of a conspiracy.. Unless, of course, HE DID IT WITH A MACHINE-GUN CONCEALED IN HIS CAMERA, AND THE 'JUMPS' ARE FROM THE RECOIL.

These, then, are the contractually obliged speaking parts. Curtain up.

JACK, DUCK!

MYSTERIOUS DEATH PROJECT

As a bit of a lark, someone started to log how many witnesses to the assassination died soon after. The 'Mysterious Death Project' list ended up 300 names long, including people blasted with shotguns days before they were due to testify, people shot dead in police stations and people driving at full speed into bridge abutments while in a "strange state of physical shock." (Presumably of a type different to being caused by driving into a bridge.) Jack Ruby himself maintained fiercely he'd been injected with cancer-causing chemicals, before dying of cancer. Ooer.

THE ORIGINAL AP INVESTIGATION

A few months before planning this issue, you know, when there were still more than one game a month being released, we idly recreated Dealey Plaza in the AP office for a small piece in the Subscribers' Newsletter. With the kind permission of this sterlingly copyright-infringement-laden thin sheet of paper, we reprint in a slightly truncated form the STARTLING CONCLUSIONS that placed our feet upon the WOODY TRAIL OF DOUBT.

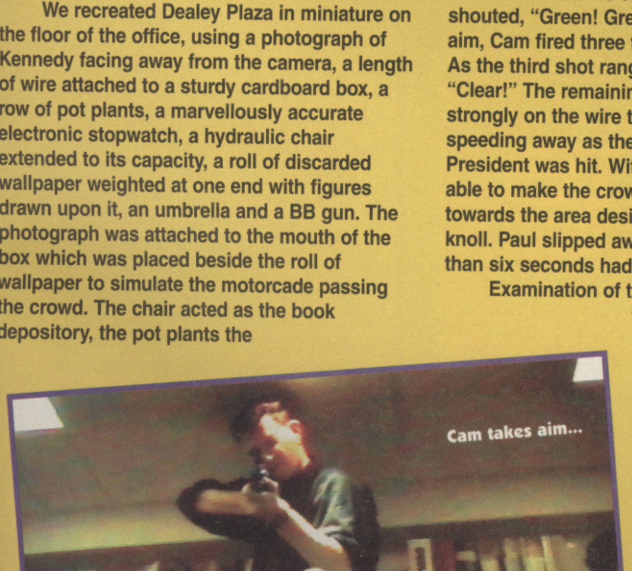
We recreated Dealey Plaza in miniature on the floor of the office, using a photograph of Kennedy facing away from the camera, a length of wire attached to a sturdy cardboard box, a row of pot plants, a marvellously accurate electronic stopwatch, a hydraulic chair extended to its capacity, a roll of discarded wallpaper weighted at one end with figures drawn upon it, an umbrella and a BB gun. The photograph was attached to the mouth of the box which was placed beside the roll of wallpaper to simulate the motorcade passing the crowd. The chair acted as the book depository, the pot plants the notorious tree that obscured Kennedy from the sniper's window, and the BB gun a gun that fired bullets. Tension mounted as each of the AP staff took their allotted position.

Then came the moment of truth. Sue began moving one end of the wallpaper as if the crowd was waving at the motorcade. The remaining Jonathan pulled steadily on the wire. Paul opened the umbrella. Making a final check, Steve activated the electronic stopwatch and shouted, "Green! Green! Green!" Quickly taking aim, Cam fired three times from the high chair. As the third shot rang out, Cam shouted, "Clear!" The remaining Jonathan pulled more strongly on the wire to simulate the motorcade speeding away as the driver realised the President was hit. With careful control, Sue was able to make the crowd appear to move towards the area designated as the grassy knoll. Paul slipped away in the confusion. Less than six seconds had passed.

Examination of the photograph showed the first pellet had hit Kennedy in the nape of the neck, the second had struck the top of his head, and the third had missed. Cam had in fact bettered Oswald, although it must be remembered Cam was not a Communist and was therefore under less pressure while firing his gun.

We were amazed. It seemed, in fact, that a lone gunman firing from the book depository COULD have done it. Perhaps there was no conspiracy after all. (But it should be noted Steve MYSTERIOUSLY LEFT the magazine less than a week later.)

How were we to develop the investigation of this startling theory? IT WAS AN INVESTIGATION THAT WAS TO INVOLVE A SINISTER ORGANISATION HIDDEN IN A RAILWAY TUNNEL BENEATH DEVIZES and in a manner similar to true-life crime programmes – perhaps hosted by a local newsreader trying to break into national television – we'll continue that investigation later on in the issue. Probably after some adverts.



Cam takes aim...

... at a Kennedy-on-a-Car™. ALMOST EXACTLY HOW IT REALLY HAPPENED.

BLAM!
BLAM!
BLAM!

THE MAGIC BULLET

The case for Oswald acting alone hinges entirely on the 'magic bullet.' Only three empty shell cases were recovered from the Book Depository window, and since one hit Kennedy's head, and another ricocheted off the pavement (slightly injuring pedestrian James Tague with a splinter of stone, or possibly metal), for Oswald to be the lone nut of legend, the remaining bullet MUST have caused all the injuries. This 'magic bullet' is supposed to have hit Kennedy in the back, exited through his throat, zipped diagonally across the car, hit Governor Connally by the right armpit, come out of his chest by the right nipple, gone through his right wrist and stuck in his left thigh, from where it later fell out IN PRISTINE CONDITION despite leaving numerous metal fragments in Connally's arm.

THE TRUTH IS FAR STRANGER.

Cue tape.

(Hissing. Faint background noises as if recording has been made in run-down cafe.)

AP: You are the Magic Bullet?

VOICE: Call me Dan. *(Coughs. Glass clinking.*

HEY! COMPUTER GAMES!

Hey, civilian!

So. The JFK assassination and computer games, eh? Were the major players in the shooting around today, just *what* kind of games would they have been playing? With the Tim and Tom Time Time Travelling Tourist Agency ("A Great Day Out For All The Family!") we can easily answer this question. Eavesdrop as we bring the participants forward into a special room.

(Scene: A special room. Amiga. Every game ever, as compiled with the help of Jonathan Davies's book, Every Amiga Game Ever. Some games missing, particularly the ones you bought the book especially to look up. Enter slighly befuddled time-travellers.)

AMIGA POWER: Here is an Amiga. Choose your games.

OSWALD: Hey, *Op Wolf*. Just the thing I need to improve my mediocre marksmanship.

JFK: *Syndicate*. Look, it's *Syndicate* – with the Hava-Hava-Havana Bay o' Pigs data disk.

PARKLAND HOSPITAL STAFF: You don't appear to have Operation.

JACKIE KENNEDY: *Carl Lewis Challenge*. This clone of *Track and Field* will come in handy should I need to practise fleeing an enclosed space. For example.

JFK: No, wait – *Missile Command*.

PARKLAND HOSPITAL STAFF: We liked Operation. Especially when it went "Bzzz!"

JACK RUBY: *Gunfighter*! Excellent! Oswald – I'll play you. Except you're not allowed to touch the keyboard.

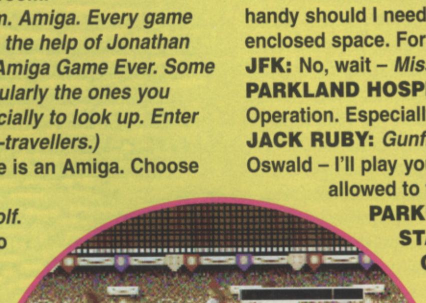
PARKLAND HOSPITAL STAFF: "Bzzz!" Ha ha ha!

OFFICER JD TIPPIT: Do you have *Jailbreak*?

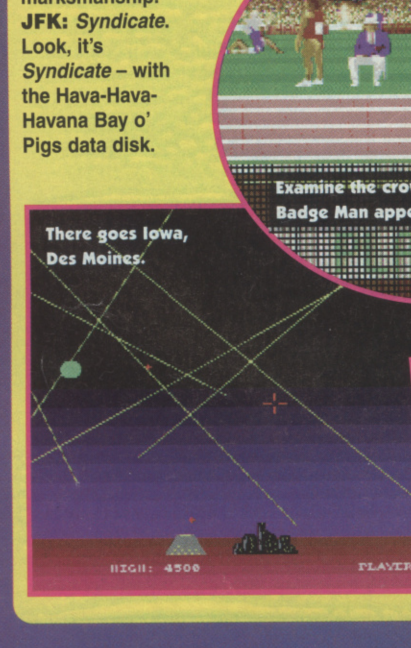
KEVIN COSTNER: Can I play?

EVERYBODY: No.

AMIGA POWER: Oh, you guys. *(Tousles their hair.)* Come on – back to your own time. And no asking people who won the December 1963 Kentucky Derby on the way out. Except you, Jack. And Lee.



Examine the crowd and Badge Man appears.



There goes Iowa, Des Moines.

Examine the cactus and Badge Man appears.

COME

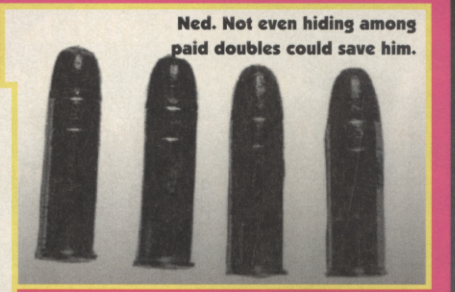
Assassins always have three names: James Earl Ray (who slew Martin Luther King), for example, and John Wilkes Booth (who shot President Lincoln). And, of course, Lee Harvey Oswald. *(Just another reason why he's the perfect patsy. – Revisionist Historian Ed.)* John Hinckley failed to kill Ronald Reagan because he had no middle name, and Sirhan Sirhan was probably framed as the shooter of Bobby Kennedy. The common link is, of course, that all these people were Americans, and killed Americans.

Britain, regrettably, has had a pathetic record in assassination. The only Brit Prime Minister (roughly the equivalent of the US President, or five feet three in old money) to be assassinated was Spencer Perceval (by bankrupt merchant John Henry Bellingham – a-ha! – in 1812) and that was a pretty shabby affair (Bellingham stepped forwards as Perceval entered the House of Commons lobby and shot him in full view of a dozen MPs; Bellingham was arrested and they hanged him), and the number of Brit assassins who strike abroad is woefully low (we can think only of Edward Fox in The Day of the Jackal, and he WASN'T EVEN REAL). Where are the complicated murder plots involving disguising the shooter as an elderly bus-driver called Christopher (W) Pinge and hypnotising a known radical to rush forwards as a decoy at the critical moment? Tsk.

So come on Britain. Play up and play the game. Hatch devious plots to assassinate someone famous and PUT THIS COUNTRY BACK ON THE MAP. Perhaps the

Sounds of drinking.)
AP: Could you tell us, in your own words, what happened on 22nd November 1963 at around 12:30 in the afternoon?
DAN: I was the second bullet in the magazine and was indeed fired from the Book Depository. I hit Kennedy in the back, came out through his throat and exited the car through the windscreen, flagging down a number sixteen bus to Pierre, South Dakota, to visit my Auntie Vera. She's a 1911 .303 and needs a lot of looking after.
AP: I see.
DAN: She was out, so I went to the shops. I just had time to drop off my groceries before returning to hit Connally gymnastically.
AP: And how do you explain the fact you were neither disfigured nor appreciably less dense despite causing seven wounds in two people?
DAN: I exercise regularly.
AP: Do you recognise this bullet?
DAN: That's Ned. Ruby used him to kill Oswald.

Dan.


Ned. Not even hiding among paid doubles could save him.

AP: What happened to Ned?
DAN: They got him a week later to stop him talking. *(More drinking.)*
AP: Will you be prepared to testify about this?
DAN: No. Listen, I have a wife and daughter now. I have to think of them.
AP: Righto.
DAN: Thanks. *(Pause.)* That's better. *(Voice drops to whisper.)* Don't you realise? This thing's bigger than you. Bigger than all of us. Let it drop. Do what I did – change identities. Leave town. Fear for your life.
AP: Bun?
DAN: No thanks.

Shortly afterwards, Dan left the cafe. WE NEVER SAW HIM AGAIN, because he lives under an assumed name, Jim, in Norway.

ON BRITAIN!

Doctor Herbert Lengths – Chelsea's greatest poisoner.

Ernie 'Knobbler' Jenkins would target the rum and the cheeky.

Come along, chaps. This fellow or another equally famous.

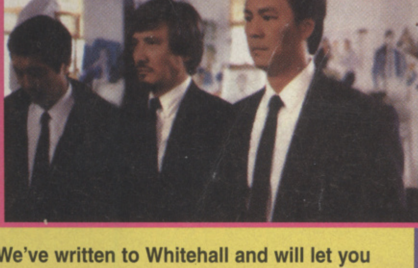
Pope. *(This has gone too far. – Ed.) (I agree. – The Pope.)*

MAKE YOUR OWN ASSASSIN NAME!
Guarantee assassination success with this table of authentic-sounding Brit assassin names. Choose one name from each column and put them together to give yourself that proper ring of decisive, progressive, knowledgeable authority as you loose six rounds into His Holiness at point-blank range. *("Play harmless assassination games with water pistols in a privately-owned enclosed space." – Ed.)*

COLUMN A	COLUMN B	COLUMN C
James	Michael	Brooke-Taylor
Lisa	Marie	Bosworth
Tom	Tom	Macoute
Henry	Arthur	Merridew
Lionel	Sarah	Smith
Richard	Daniel	Fitzsimmons
Ollie	Ollie	Oxenfree
Rod	Hull	Andemu
Betsy	Patsy	Spangles
Puyo	Puyo	Macmanus
Billy	Dee	Williams

HOW TO BECOME A MIB

All conspiracy theories revolve around 'Mibs' – the government-sanctioned Men in Black who 'deal with' witnesses to, for example, UFOs. They're supposedly part of an agency so secret it doesn't even have a name. We of AMIGA POWER were slightly confused how this agency recruited people (we could find no ads in our newspapers) because it seems to us to be a dream job. No paperwork – snappy black suits – good pay – the chance to Make a Difference. We rang up MI5. This is really what happened.
MI5: Good afternoon, this is MI5. *(Intrusive bleep)* speaking, may I help you?
AMIGA POWER: Hello, we'd like information on becoming Mibs.
MI5: Sorry?
AP: Mibs. Men in Black.
MI5: I'm afraid I don't...
AP: We think we'd be great for the job. We look good in sunglasses and everything.
MI5 *(registering 'job')***:** You need to speak with personnel. I'll connect you.
(Click. Brrr brrr.)
PERSONNEL: Hello, personnel.
AP: Hello, we're interested in one of your jobs.
PERSONNEL: Oh yes.
AP: We'd like to silence witnesses and target subversives and dissidents.
PERSONNEL: We don't do that sort of thing here.
AP: Can you put us through to the department that does?
PERSONNEL: There is no such department. That kind of thing isn't done in Britain.
AP: But Michael Caine was part of it in The Ipcress File. Look, why don't you send us a form? We've got photos of us looking sinister in black suits and everything. And we're fantastic liars.
PERSONNEL: I'll have to go. The other line is ringing.
AP: We don't mind waiting. How about if we give you the addresses of 30,000 potential subversives?
PERSONNEL: I don't think I'll put you on hold. I won't have anything more to say.
AP: What is your name?
PERSONNEL: I don't think I'll answer that.
AP: But once we're Mibs we'll find out anyway.
PERSONNEL: Goodbye.


Some Mibs, yesterday. When neither we nor anyone else saw them do anything.

We've written to Whitehall and will let you know what happens.

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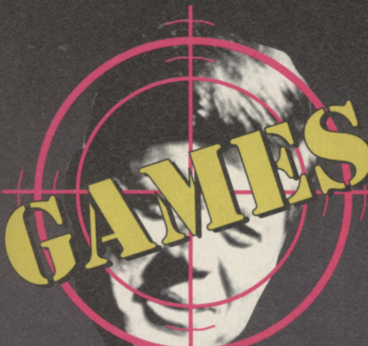


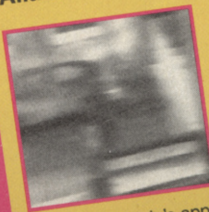
Five minutes past three, November 25th 1963. A time and date that history remembers as three days and two hours thirty-five minutes after John Kennedy got his darnfool head knocked off with a couple of bullets. 32 years after the event, only now are the authorities questioning AMIGA POWER's role in the affair. Listen now as top-class, impartial observers from The Warren Commission investigate...

JUST WHERE DO WE THINK WE WERE?

Subject: BADGEMAN
Alias: **CAM WINSTANLEY**

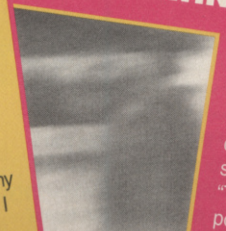
"Me and the guys were on our way to an all-night fancy dress party as the smash disco-sensation The Village People and we thought it'd be less conspicuous if we all split up to watch the motorcade," explained Cam. "As the Motorcycle Cop I exploited my perceived authority to get an ideal vantage point, just behind the fence on the grassy knoll." He spoke gently. "You see, there was no plot. None at all." Now, at last, the world now knows why an Indian Chief is clearly visible in frame 317 of the Zapruder film.

Subject: UMBRELLA WOMAN
Alias: **SUE HUNTLEY**



"I was indeed beside the motorcade that day – coincidentally parallel to where the first shot hit Kennedy," began Sue. "But I was raising and lowering the umbrella as a political protest, reminding Kennedy of his father's sympathy with Chamberlain's appeasement of Hitler. The notion that I for example, fired a poisoned flechette into the President's throat, is ludicrous in the extreme. This Commission is a sham." She spoke crossly. "You see, there was no plot. None at all. I did kill Georgi Markov though."

Subject: THIRD TRAMP MAN
Alias: **MARTIN AXFORD**



"I wasn't born until 1974, and therefore missed the fatal shooting by over a decade," insisted latest snuffie Martin. "Therefore I couldn't possibly have been the third mysteriously well-groomed tramp picked up at the scene but released without charge two days later. And even had I been there in a tramp-like condition, I certainly would not have had a hidden radio earpiece. Anyway, you can't possibly tell it was me because I was careful to keep behind the second tramp when the photos were taken." He spoke gently. "You see, there was no plot. None at all."

Subject: TRUNK MAN
Alias: **JONATHAN NASH**

"What's going on?" squeaked Jonathan. He glanced alarmed around the room. "You've all changed your testimony. Kennedy was in the habit of bundling a passer-by into the boot of his car for the duration of journeys to guard the spare tyre. On the 22nd November, I was that passer-by, and I distinctly heard six shots and a radio message identifying one of the assassins as Walt Disney." Jonathan hastily applied a false moustache. "They'll never get me. I'm taking my story to the newspapers. Aaarghh," he added. He had suddenly died of natural causes.

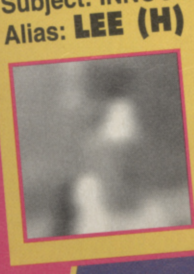
Subject: BLACK DOG MAN
Alias: **PAUL MELLERICK**

"I'll be pleased to clear up another of these foolish errors, Mr Chairman," smiled Paul. "The figure behind the cement wall just east of the stockade fence on the grassy knoll – the one at first mistaken for a black dog – was indeed me. I was the fourth member of Cam's Village People gang. As The Biker, I worked my way round from the car park to the fence." He spoke gently. "You see, there was no plot. None at all."

Subject: OPEN MIKE MAN
Alias: **RICH PELLEY**

"IT IS MY VOICE THAT CAN BE HEARD ON THE POLICE RADIOS," explained Rich after the swearing-in. "I BELIEVE THAT MY ENDEARING FOIBLE OF PRACTISING SOUND EFFECTS FOR MY LUCRATIVE CARTOON VOICEOVER CAREER MIGHT HAVE GIVEN A FALSE AURAL PICTURE OF EVENTS. SORRY." He spoke gently. "YOU SEE, THERE WAS NO PLOT. NONE AT ALL."

Subject: INNOCENT MAN
Alias: **LEE (H) OSWALD**



(That's enough Where Do We Think We Were. – The US Government.)

HOW DOES OUR SCORING SYSTEM WORK THEN?

1. We play a game until we can bear to play it no more. Then we play it a bit more just to be safe. Then we write our review ignoring all commercial pressures. Because we are your friends. Trust us.
2. The percentage scale's got 100 increments, and we use them all. Crap games get single figures, average games get an average mark (50%) and only brilliant games get 90s. Unlike other mags, over 80% in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? Not us. Our reviews give a single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? We'd rather die entertainingly.

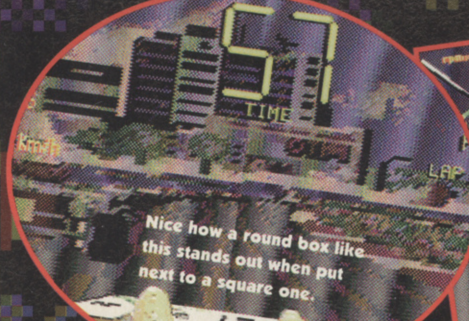
VIRTU KAR

Shows what you can do if you really set your mind to something. Eh?

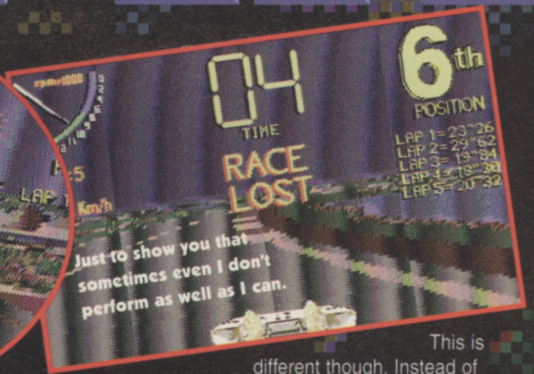
Runs on: A1200
Publisher: OTM
Author: Fabio Bizzetti
Release: November
Price: £25

JUST LOOK AT THAT!

In fairness to OTM the screenshots you'll see over the next four pages aren't exact representations of the game. For some very technical reason, to do with screen frame update rates and things, it's very difficult to get a clear picture. We hope you understand that there's nothing we could do about it, and that the game is indeed a real looker.



Nice how a round box like this stands out when put next to a square one.



Just to show you that sometimes even I don't perform as well as I can.

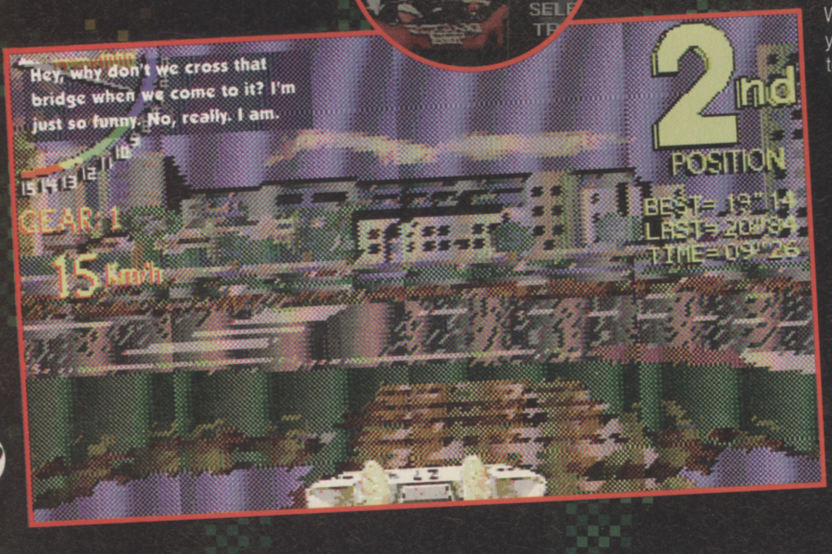
Just take a look at those pictures. Not because they look like they were taken from a badly tuned television, ignore that bit, it's something to do with our image grabber failing to get on with the game's subtle screen manipulation. Squint past them and admire the detail, the views, the karts themselves. Stunning, aren't they? Although you might have seen the preview we ran about this game last month, I want you to just have a quick scan over these four pages. Go on, take your time, I'll still be here when you get back. What's great is, the pictures you can see here came from the humble AP office A1200. There's nothing special about it. It's probably more or less exactly the same one you own and play games on. Makes you feel kinda good inside to see our lovely little machine capable of doing something like this, doesn't it?

> "Not just a graphical showcase"

SPEEDY

But the single most pleasing aspect about *Virtual Karting* is that it's not just a graphical showcase. We've come to expect that most of these aesthetic masterpieces all lack one vital ingredient. Gameplay. Playability. Whatever you want to call it. This is different though. Instead of the vacuous and empty vessels we've come to expect, *Virtual Karting* is pumped up (to the max) with adrenaline, excitement and loads and loads of keyboard-thumping, expletive-shouting, fist-waving, best-lap-time cheering action. In fact it's so good, I think we should put the word ACTION in capital letters. There, that's better.

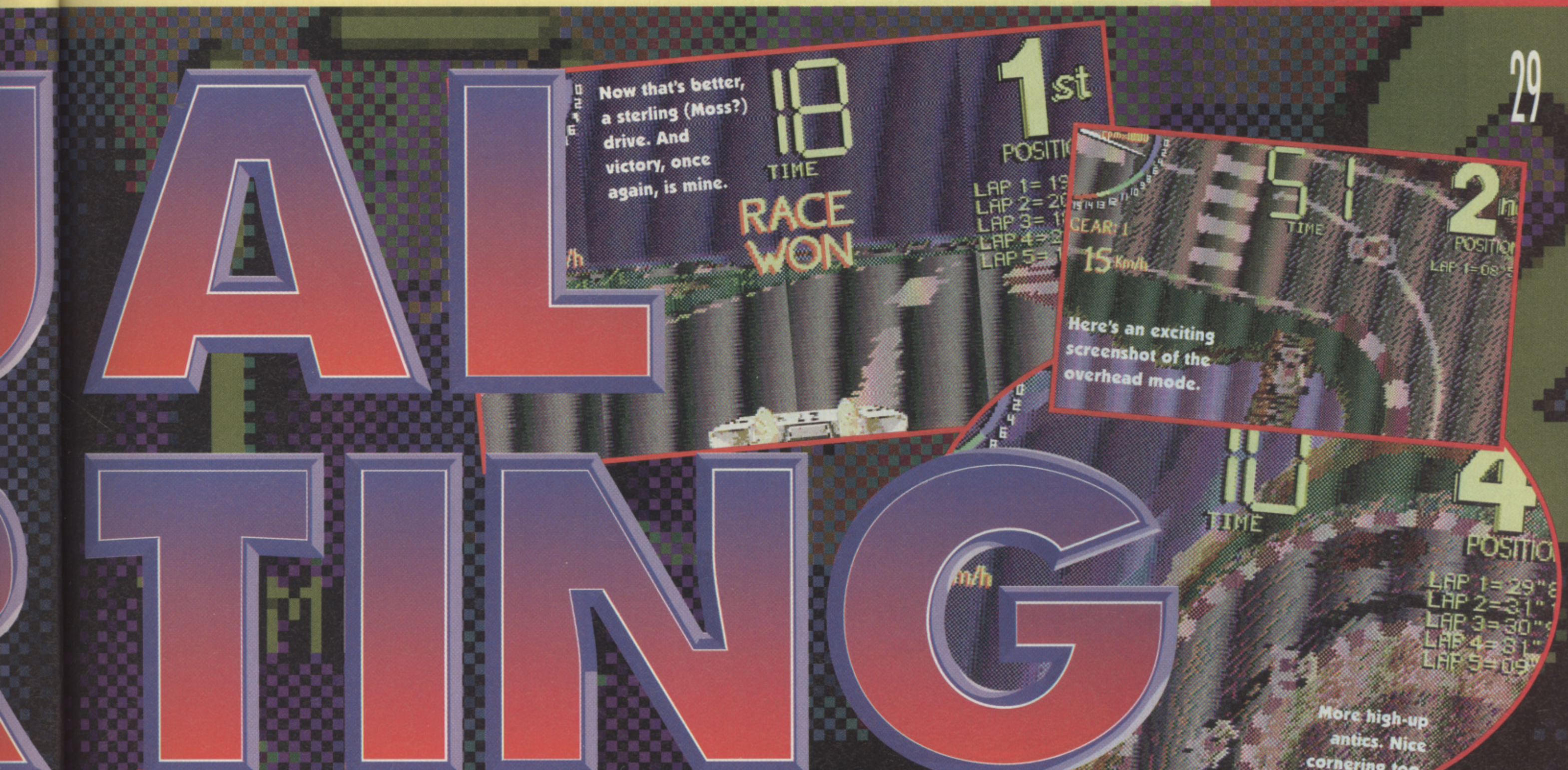
It's all done by simply getting the right parts of the game working correctly. Not only do the graphics look great frozen (apart from all the wavy lines and odd colour splashes, etc. Once again, we apologise for our outmoded technology), but when they're moving there's no judderingly sluggish update (except of course if you get shunted from the side or from behind, in which case the game justifiably disorientates you by moving you about a bit) and the game even slides nicely round corners, giving you just the right impression of movement.



Hey, why don't we cross that bridge when we come to it? I'm just so funny. No, really. I am.

THIS ISN'T GOOD ENOUGH. I WANT MORE.

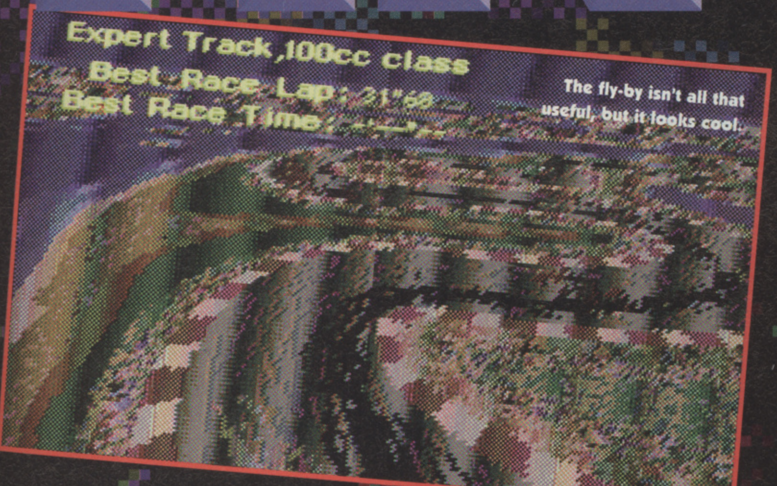
We were quite concerned that there are only three tracks (although I still can't finish that damn Expert level), but OTM did quell our worries slightly by informing us of a data disk type arrangement. The details are a bit sketchy at the moment, but the general gist is that once you're bored of these tracks, you'll be able to buy more and then see if you can finish them as well. As soon as we get any news on price and availability, you know the usual stuff, we'll let you know. Everything. OK?


AL
TING
18
TIME
1st
POSITION
RACE WON
51
TIME
2nd
POSITION
GEAR: 1
15 Km/h
10
TIME
4
POSITION
LAP 1=29"
LAP 2=31"
LAP 3=30"
LAP 4=31"
LAP 5=09"

Now that's better, a sterling (Moss?) drive. And victory, once again, is mine.

Here's an exciting screenshot of the overhead mode.

More high-up antics. Nice cornering too.


Expert Track,100cc class
Best Race Lap: 21"68
Best Race Time: --'--"--

The fly-by isn't all that useful, but it looks cool.

This is enhanced even more by the responsive controls. Accelerating and braking are fast and the steering is spot on, most noticeably when the back of your car is sliding out around a corner. The sliding can be brought down to a minimum by playing on the Beginner track (with its nice wide corners), but you've got to learn how to brake into corners before you progress to the Advanced and Expert tracks, otherwise you'll spend more time off the track than on it. With the time it takes you to get going again, you really don't want to do that.

> "After months of dire stuff, this is a relief"

STICKY

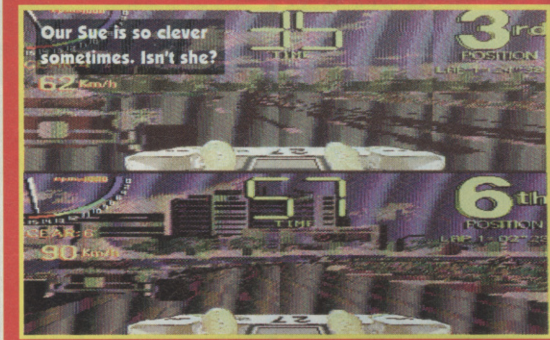
So that's the schmaltzy, excited, razzamatazz, cheerleadery opening taken care of, leaving you in no doubt that I like the game. A bit over the top maybe (especially in light of the forthcoming "problems with this game" section), but after months of playing the dire, wheezing, desperate stuff that's dragged itself into the office, a good game's a real relief. So, the review proper then. After you've fiddled around with a few opening games and got ➤

YOU CANNOT GET WHAT IT HASN'T GOT

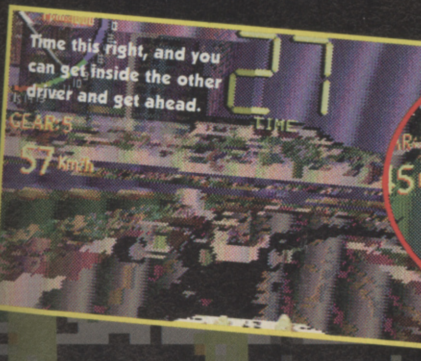
You never know who's watching or reading. So, on behalf on game players everywhere, here is a plea. It's basically what we'd like to have seen in this game. And hopefully, someone will be watching.

1. Simultaneous two-player mode: Every racing game should have one. It's more than double the fun. And a link mode. And yes we're greedy. So possibly even a link-up four player mode.
2. Loads of tracks. At least, er… 15.
3. Different control options: Configure those buttons. And keys. Loads of them. Weird ones if you like.
4. That's enough to be going on with.

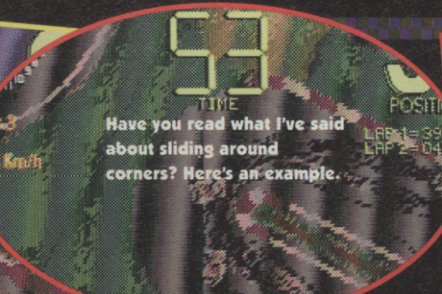
Somebody hear us!


3rd
POSITION
62 Km/h
57
TIME
6th
POSITION
GEAR: 6
90 Km/h

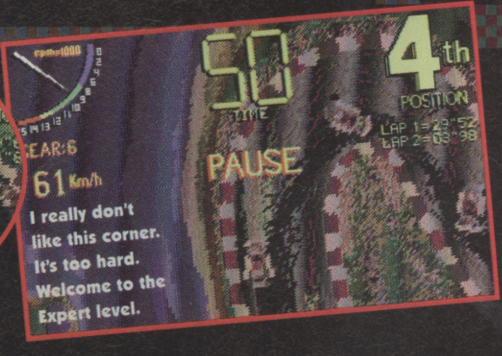
Our Sue is so clever sometimes. Isn't she?


27
TIME
GEAR: 5
57 Km/h

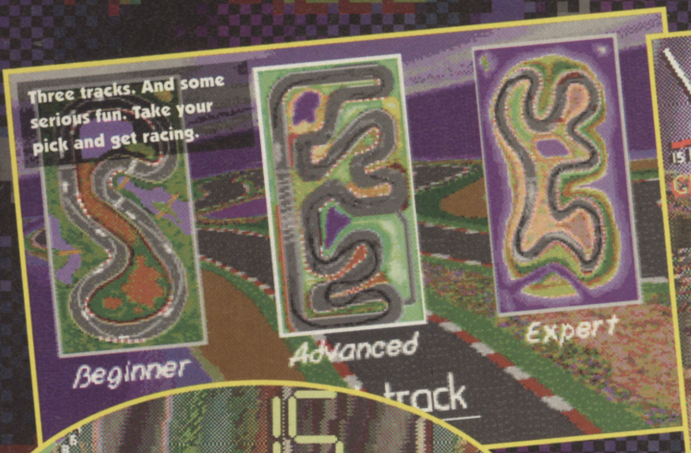
Time this right, and you can get inside the other driver and get ahead.


53
TIME
POSITION

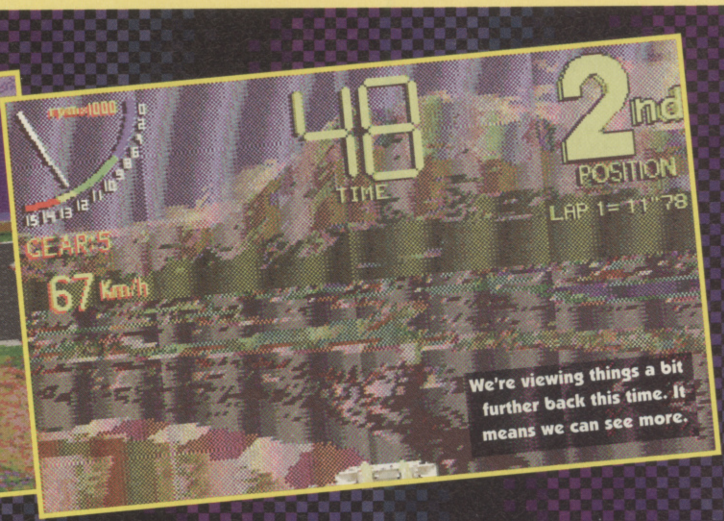
Have you read what I've said about sliding around corners? Here's an example.


50
TIME
4th
POSITION
GEAR: 6
61 Km/h
PAUSE

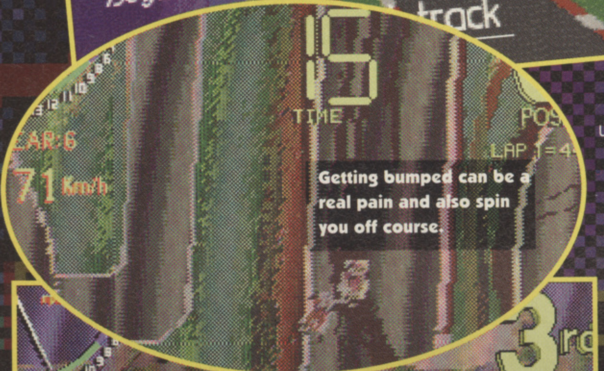
I really don't like this corner. It's too hard. Welcome to the Expert level.


Beginner
Advanced
Expert
track

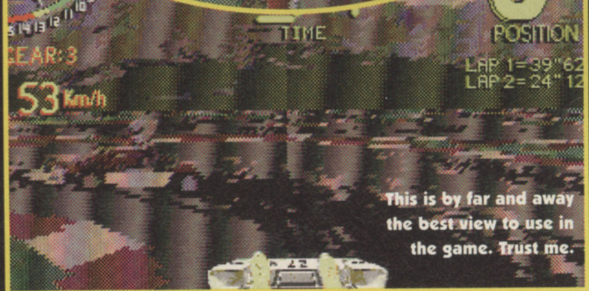
Three tracks. And some serious fun. Take your pick and get racing.


rpm×1000
48
TIME
2nd
POSITION
LAP 1=11"78
GEAR:5
67 Km/h

We're viewing things a bit further back this time. It means we can see more.


15
TIME
EAR:6
71 Km/h
LAP 1=4

Getting bumped can be a real pain and also spin you off course.


3rd
TIME
POSITION
GEAR:3
53 Km/h
LAP 1=39"62
LAP 2=24"12

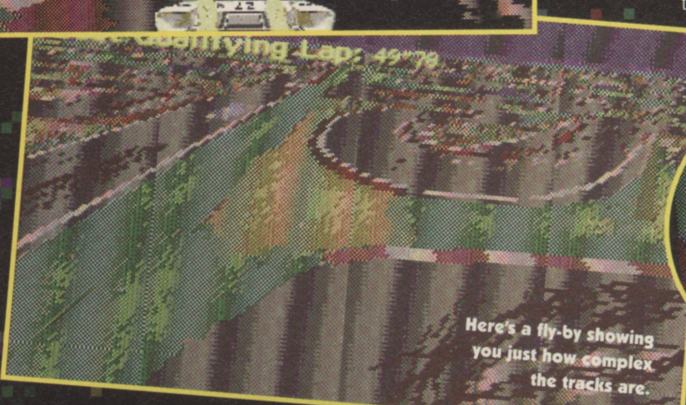
This is by far and away the best view to use in the game. Trust me.

used to the behaviour of the karts (choose between the 100cc and 125cc models), you then start to get more involved. And although it really pains me to say this – the more you look at it, the more tiny holes you start to find. Bah.

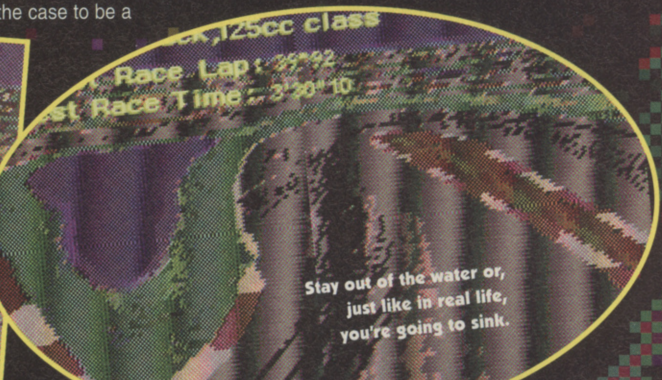
We'll start with the most obvious and downright silly idea of having only one control system. Having one system is bad enough, but get this – you have to use UP to accelerate. One more time, that's UP to accelerate. It would have been a better idea to use the Fire button for accelerating. Jonathan and Cam would probably consider the fact that this isn't the case to be a crime against humanity on a par with the recent French nuclear tests, but I'm a bit more lenient. Though not much more.

As well as being blatantly STUPID, having to constantly press UP to accelerate into or out of a corner is a real problem. And coupled with the way you have to brake or accelerate harshly, it can mean that on tight turns, you slow down too much or go in too fast. And once you've got past the rather easy Beginner track (nothing more than an introduction to the game, really), negotiating tight turns competently, becomes the linchpin of the game. Of course, the most exasperating thing is that it could have been avoided completely if there'd been other control options. Tut, tut. I didn't find it too much of hassle, but others clearly would.

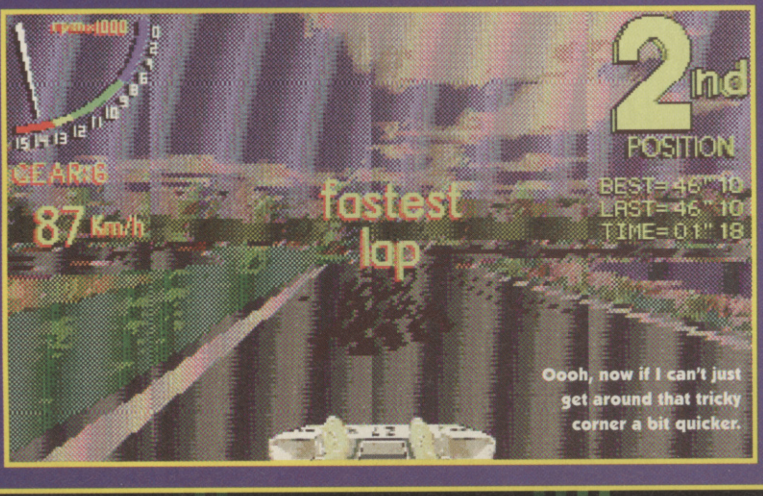
"On a par with French nuclear tests"


Qualifying Lap: 49"79

Here's a fly-by showing you just how complex the tracks are.


ck,125cc class
Race Lap: 35"92
st Race Time: 3'30"10

Stay out of the water or, just like in real life, you're going to sink.

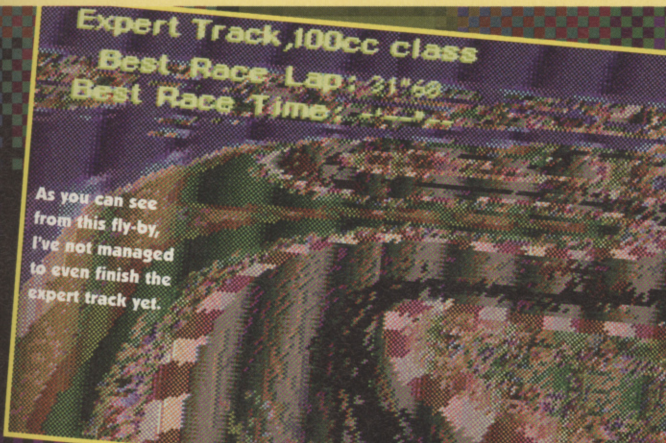

rpm×1000
2nd
POSITION
GEAR:6
87 Km/h
fastest lap
BEST=46"10
LAST=46"10
TIME=01"18

Oooh, now if I can't just get around that tricky corner a bit quicker.

QUALIFYING

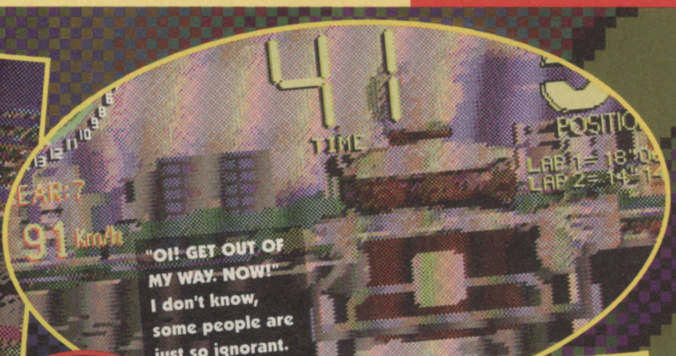
Most racing games have a qualifying section, and this one is no different. But it goes about it in a strange way. It's you, on your chosen course, with just the clock to race against. You start in 6th position and then speed off around the track. Now you've got to improve your time, and if you succeed, you gradually move up positions. Once you've done that, you then escape out of the section (by pressing the escape button) before racing proper.

Whatever position you reached in the qualifying bit, it will be transferred over to your starting position. And this will count for every time you start the race, not just the one directly after you qualified. OK?

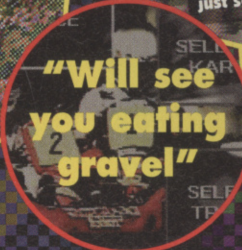


Expert Track,100cc class
Best Race Lap: 31"68
Best Race Time: -'--"--

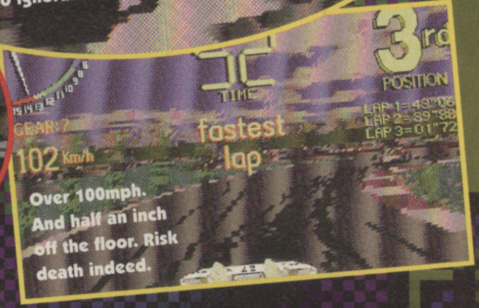
As you can see from this fly-by, I've not managed to even finish the expert track yet.



"OI! GET OUT OF MY WAY. NOW!" I don't know, some people are just so ignorant.



"Will see you eating gravel"

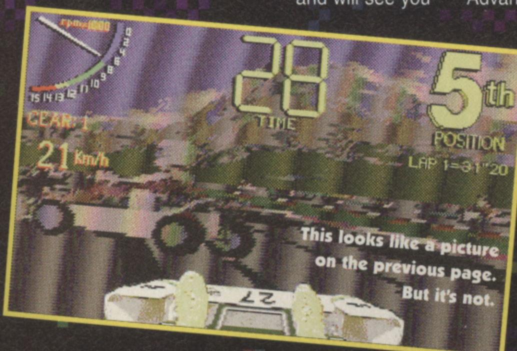


Over 100mph. And half an inch off the floor. Risk death indeed.

STARK

What I did find a strain was the continual and predictable antics of the other karts, and their effect on you whenever you come into contact with them. Can you guess what it is yet? Yep, in EVERY case (which you can see beautifully from the 'overhead' view), when you smash into someone or they come up behind you or take a corner at a different angle, you AND ONLY YOU get shunted in a different direction. Sometimes this can pay off, if you hit them at the right point on the apex of a turn for instance, but more often than not, it's a handicap and will see you eating gravel. This problem really becomes game-threateningly annoying on the Expert level, but after a few hours play you're probably going to have conquered the Beginner and Advanced tracks anyway because hey, it's all a bit too easy as well.

The Beginner level took only a few hours play before I'd finished it in first place, and after a couple of near misses, I was the champion of the Advanced level as well. I'm still battling with the Expert level, mainly because of the awkward controls and the fact that every time I try and drive aggressively, I come off the worst. Still, I'm up to third place, and after only two days of playing it.



This looks like a picture on the previous page. But it's not.

Now before you all eyeball your way to the end to see what feebly low score I've given this let me tell you the most odd thing about this game. Even with its problems – the controls, the computer controlled karts, even the lack of a two player game – I'm still going back for more and enjoying myself every time. I'm learning to control the kart, and getting better every time, and even when I mess up, I'm more likely to just press Escape than I am to battle on. Which is a good thing.

Which brings me to my main problem which is the conclusion. As you can probably tell, I'm sort of confused as to how to sum it all up. True, the game's got plenty of good points, but also has it's fair share of bad points. There are holes in the game, such as its lack of decent presentation (it would be nice to at least have a congratulations screen when you finish a track) and the fiddly controls, and the fact that there are only three tracks, but I can't get away from the fact that I'm going back time after time. And not just to play it to form an opinion, but because I'm having fun.

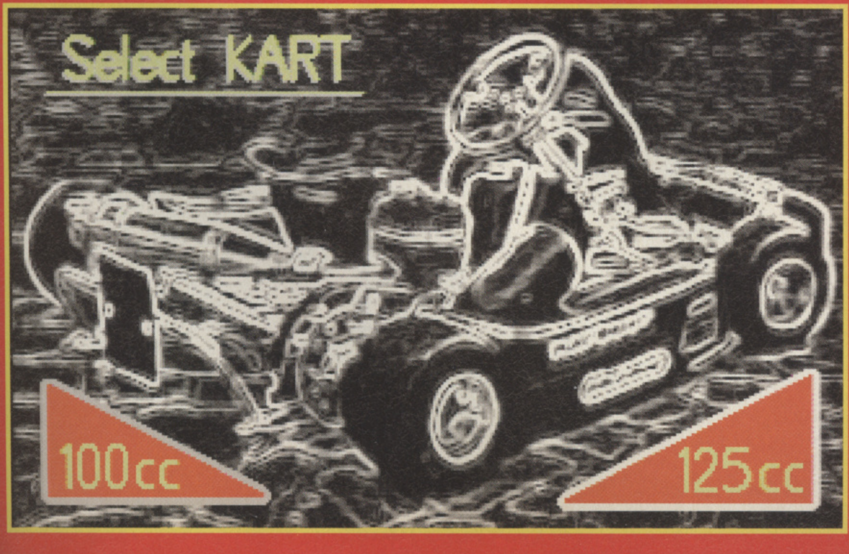
There's no doubt that the game could be better, though not substantially better. It needs tweaking, because what's here already is exhilarating stuff. Oh heck, I like it. Even if it is a bit rough around the edges.

● *PAUL MELLERICK*

IT'S ALL IN THE CC'S YOU KNOW

Right, so there's these two different karts to choose from. One of them has a 100cc engine, and the other one is powered by a 125cc engine. The only difference, as far as I can tell, is in the speed. The 125cc kart has a top speed of about 103mph compared to something like 89mph on the lower model.

There might also be something to do with the grip and weight of the engine that improve the cars' handling. But then again there may not. If anyone can shed any light on this, you know the address. Thanks.



▲ **UPPERS** It's got everything you look for in a racing game. Fabulous graphics, smooth movement, responsive controls and lots of speed. It's also got four in-game viewpoints. Like, wow!

▼ **DOWNERS** Only three tracks, a couple of holes in the gameplay, namely the actions of the computer controlled karts and the effect they have on your kart and the fact that only having one control system (with UP to move) can seriously annoy 'other' people.

THE BOTTOM LINE

If we judge games as if they we're on a set of scales, with 100 leaning as far as it can go, then on balance (ha, ha) I'd have to say that *Virtual Karting* is... hold on, I can't see from here...ah, yes, there we go it's a nice round...

80 PERCENT

THE BOTTOM LINE

A500 Get with the times, and go and buy a new A1200 from the shops. Or forever face the fate of not playing game likes this. It's your choice.

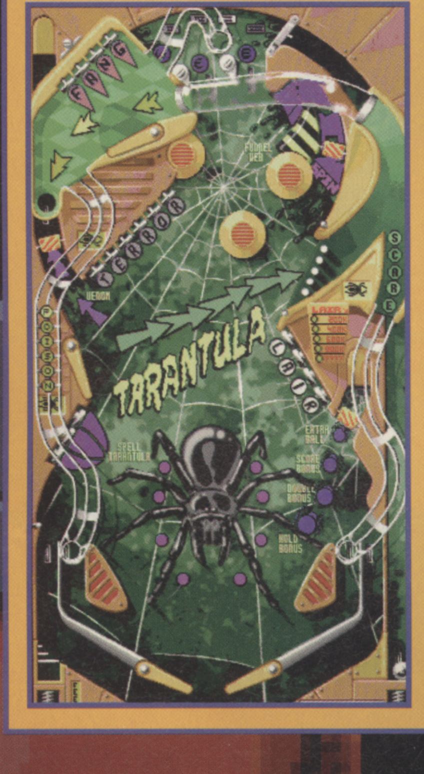
PINBALL
MAN

"The elated phase of manic-depressive psychosis," apparently. How piteously inapt.

Runs on: A1200
Publisher: 21st Century
Authors: Spidersoft
Price: £30/Bundled with A1200
Release: Out now

TARANTULA

THE PLOT: Battle a giant tarantula, apparently. Except it's clearly a black widow. THE TABLE: A spell-out table – spell 'terror' to open a new ramp so you can now spell 'fang' to win the right to spell 'poison'. What an incentive. The playfield's excitingly full, but the angles at the top of the table are horribly oblique and you can whang the ball around for ages without getting that final target. A great 'Feed Me!' bonus where a spider jumps on an innocent ant serves to shows up the blandness of the rest of it. (The spider in the middle, for example – it doesn't *do* anything. Even going "Roooaarghh!" occasionally would have helped.) Stunningly dull.
INDIVIDUAL PINBALL GAME RATING: ★★



Paul, who was obliged to go a computer show recently, tells us that the Amiga Technologies stand was directly opposite the Playstation one. As he arrived, the Playstation stand sprang into action. "PREPARE... FOR... THE PLAYSTATION!!!" bellowed outrageously large speakers. Gigantic television screens showed scenes from a super-fast first-person racing game with stomach-churning vertical drops. The Chemical Brothers and Orbital, two of today's most popular modern beat combos, started blasting passers-by with their individual brand of music. Flags inscribed 'Only £300!!!' unfurled from the ceiling.

Meanwhile, the demo Amigas were showing *Pinball Mania.*

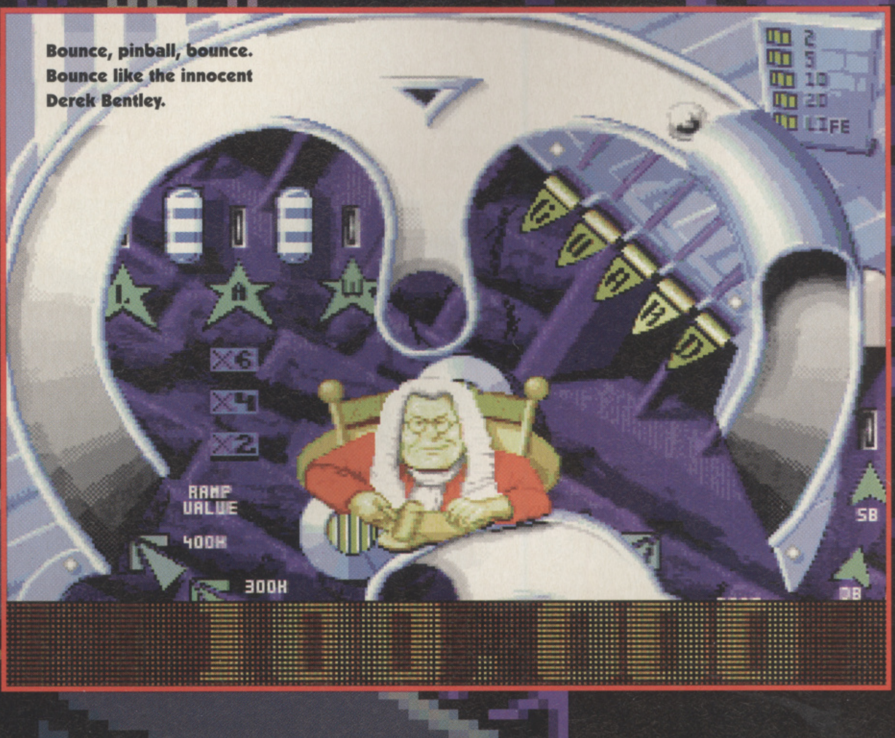
DOA

If *Pinball Mania* was wanted by the local police – say, after defrauding the council but fortunately being taped walking around town by one of a carefully-co-ordinated battery of closed-circuit cameras – this is how the wanted poster would look. There would be a 'computer-enhanced' mugshot blown up from the tapes, its name and known aliases, and this description of its 'distinguishing features': "Shoddy programming; simple playfields; inaccurate ball handling; scar on left knee." The description would continue, "A console pinball game – but on the Amiga," and the poster would conclude with stern warnings to alert a constable should the game be spotted.

The poorness of *Pinball Mania* defies rational explanation. It's the lead game in the new Amiga bundle, it's from 21st Century (they who published Pinballs *Dreams, Fantasies* and *Illusions*) and it's A1200-only. It manages to sweep aside all these obvious advantages to clamber awkwardly upon your lap and paw you like a jammy child. Its four tables suffer a poverty of features. The spectacular tricks and glitzy animations of *Pinball Illusions* have been jettisoned. It looks and sounds nowhere near as good as the A500-compatible *Obsession*. Almost impossibly, its movement routines are wrong: the ball moves badly, speeding up at random and always taking route X if you hit point Y. You can alter the angle of the table between steep, average and shallow – in steep mode the ball sticks permanently to the flippers, while in shallow mode the ball 'floats' as if you were playing in slow motion. The game is bugged.

Lawks.

> "Paws you like a jammy child"

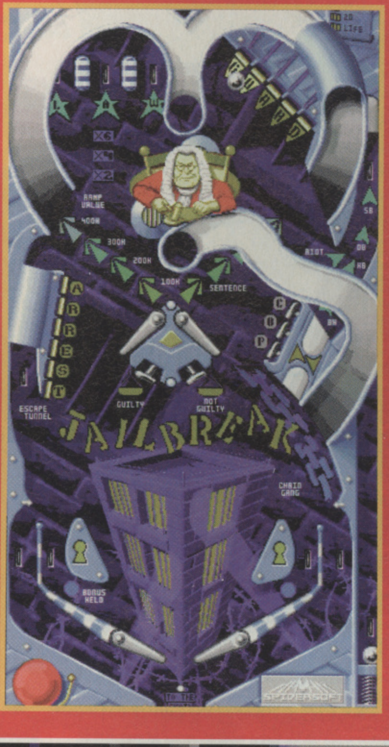

Bounce, pinball, bounce. Bounce like the innocent Derek Bentley.

JAILBREAK

THE PLOT: You are the law. Arrest and sentence people. And quash riots.

THE TABLE: Wretchedly no-fun ramp-led crime-related table with clever ideas (reversed flippers in the middle of the table, 'guilty' and 'not guilty' targets after you've 'arrested' someone) that don't come off (the reversal is intrusive rather than fun, and the all-important verdict targets AREN'T VISIBLE FROM THE FLIPPERS). If you can't be bothered aiming for the many cursedly awkward drop targets, a high shot will cause the ball to roll down against one of the walls, hitting all the targets on the way. And there's a bit where you shoot into a trap for a big bonus, the ball whizzes out of the other side, doesn't quite make the bend and falls back for another bonus. Chinggg!

INDIVIDUAL PINBALL GAME RATING: ★

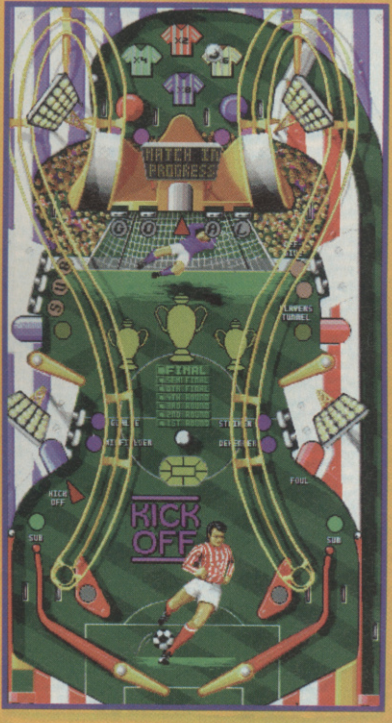


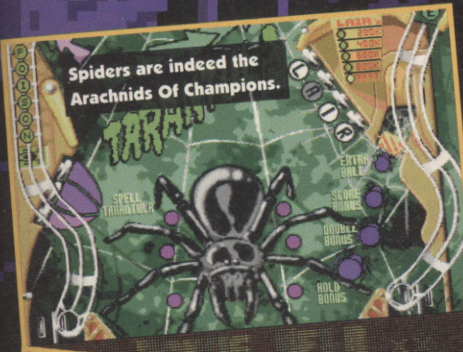
KICK OFF

THE PLOT: Win some football matches.

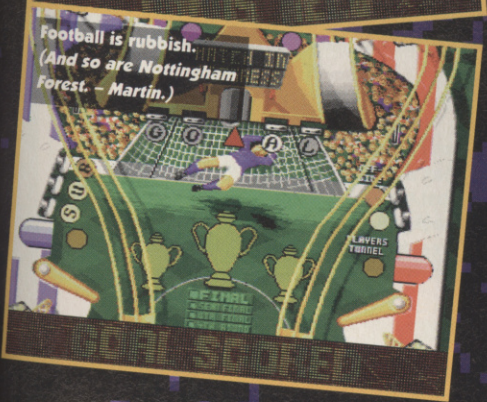
THE TABLE: A coherent 'story' helps this one: shoot targets to select your team, trap the ball to start the match, spell 'goal' and pull off a worthwhile tricky shot to score. And I do like playing it in black-and-white for that authentic Schoolboy Spoilsport feel. (You can switch between colour and mono on all the tables. For some reason.) But – oh no! – it suffers from the same pathetic lack of excitement as the first two. Once again the angles are badly-designed, so it's largely a matter of luck whether you get the ball up to the vital higher flippers. The feed ramps speed the ball up for absolutely no reason at all except to catch you out. (Cheers.) And eight times out of ten you'll launch the ball and it'll go straight down the middle. Unbelievable.

INDIVIDUAL PINBALL GAME RATING: ★





Spiders are indeed the Arachnids Of Champions.



Football is rubbish. (And so are Nottingham Forest. – Martin.)

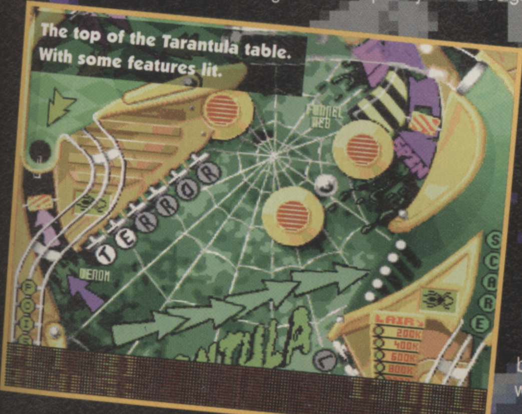
COD

The programmers of *Pinball Mania* are not the same people as the programmers of Pinballs *Dreams, Fantasies* and *Illusions.* They are, in fact the people who converted those games to the consoles, and with *Pinball Mania* they have appeared to try putting a console pinball game on a computer without, for example, exploiting the computer. (I can't possibly believe that the programmers sat down and looked at *Pinball Illusions* and then deliberately set out to ignore it completely. Playing them side by side, it looks as if *Pinball Mania* preceded the other by at least 68 years.)

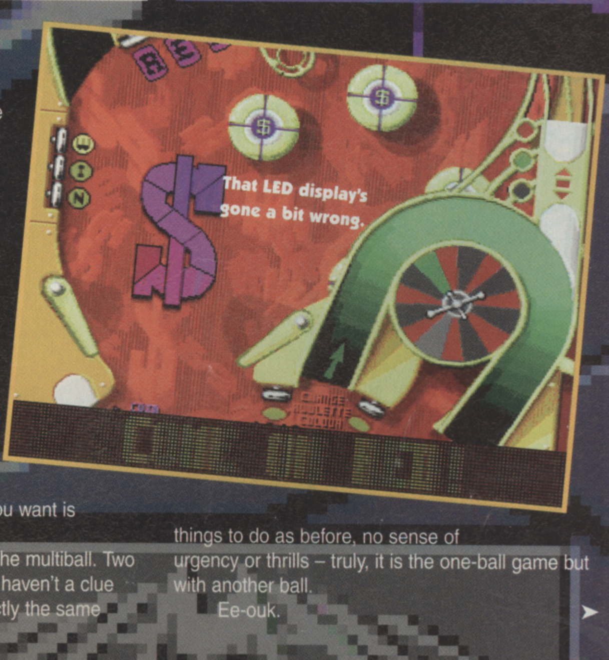
In time-honoured fashion, the boxes about these pages describe the individual tables. All, however, suffer the same limpness of design. There's no attempt at 'computer' pinball (astute readers will recall the phenomenal 'curvy bowling' of *Obsession's* baseball table) and as a sim of the real thing it's dreadfully 'off'. The ball is abominably heavy and unresponsive – whacking it full with a flipper barely tickles it, and trying to get it consistently to go where you want is ridiculously difficult.

And the multiball – lordy, the multiball. Two balls, no hi-res mode (so you haven't a clue where the higher ball is), exactly the same things to do as before, no sense of urgency or thrills – truly, it is the one-ball game but with another ball.

Ee-ouk.



The top of the Tarantula table. With some features lit.

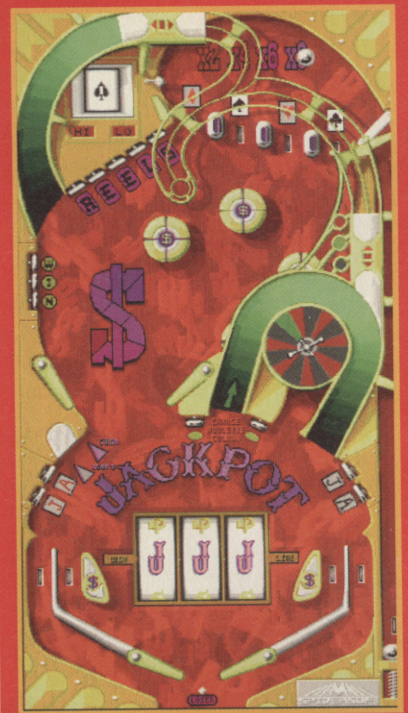


That LED display's gone a bit wrong.

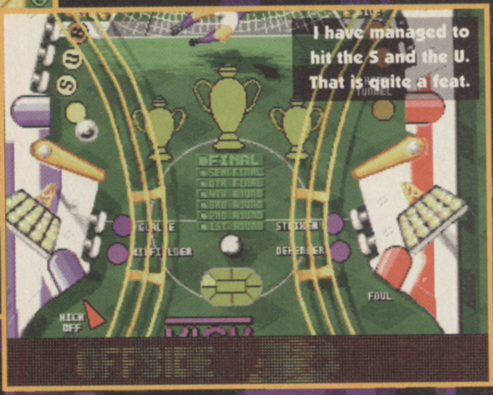
AP ➤

JACKPOT

THE PLOT: Win at a casino. These aren't very good plots, are they, readers?
THE TABLE: An uncluttered table where (at last) some thought's gone into tying it all together. Jackpot has a good half-dozen big things to do, and (once again, at last) you can easily see what's happening and so plan your shot. The pleasing roulette wheel where you shoot one direction to change your colour and shoot the other to play is exceedingly rewarding, and the enjoyably busy upper half with its hugely silly high-low game is rapidly reachable. Even hitting the targets is a matter of skill. The only table of which you feel in control, and consequently the good one.
INDIVIDUAL PINBALL GAME RATING: ★★★



The middle of the Tarantula table. With a big arrow.
TARANTULA
LAIR


I have managed to hit the S and the U. That is quite a feat.

IOU

I'd originally planned a sort of three-rating final paragraph for *Pinball Mania:* how it stood up on its own, and how it compared with its two best rivals. Having played the game above and beyond the call of duty, I now feel this would be unnecessarily cruel. For example, I would have to say that to release *Pinball Mania* in the same series as *Pinball Illusions,* as its sequel, is an act on 21st Century's part of if not criminal arrogance, then gross stupidity. I'd then have to wonder if the game was in fact finished, with its bugs and general awfulness (it is; we got our copy directly from Amiga Technologies, who broke open an A1200 bundle. We have, in fact, to send the game back after the review so they can replace it and sell the bundle). I'd undoubtedly be obliged to point out that *Pinball Mania* is shockingly, brutally worse than the older, non-A1200, direct-ST-port *Obsession,* which charmed me with its playability and sense of fun. And while *Pinball Mania* whimpered and cowered upon the floor before me, whining to be marked on its merits alone, I'd have to curl my lip and damn its appallingly slack physics, graceless design and innate lack of excitement, dismissing it altogether as the worst commercial pinball game ever in the history of all things, and shoot it accurately through the head.

I have, therefore, changed my mind, and will close by comparing *Pinball Mania* with the grunge indie-pop played almost continuously in the AP office of late. I congratulate the game on being substantially less angering than this. Well done.

● *JONATHAN NASH*

> **"Worst commercial pinball game ever"**

Guilty. LIKE THE PROGRAMMERS OF THIS GAME.

Blimey – the multiball. Look. There. *There.*
KICK OFF
SUB
SUB
SENT OFF
SPIDERSOFT

UPPERS A choice of three or five balls. You can still bounce a sidelanded ball off the centre pin and hence back into play. The pause screen has an option to restart the table. I not once lost track of the ball against the backgrounds. Get yer new A1200 and it's free. It's hard drive-installable.

DOWNERS It's simple – not like, say, *Obsession,* with a complementary 'style', but in the sense they've not bothered. It's feeble. It's bugged. ("Aaaaw," moaned the virtual me when he lost at roulette. "Aaaaw," he moaned when he won $5m. If you play with sound effects, the last note of a sting – say, when you get a bonus – plays forever. The ball sticks to the table, and, once, lodged halfway through a flipper. Which later disappeared.) The physics and ball movement are terrible. (You can switch to a steep or shallow table, but they're ludicrously unplayable.) Only one of the tables is remotely playable, but all are pathetically unexciting. Few (and inept) 'LED animations'. Excruciating sound. It is almost infinitely worse than *Pinball Illusions.*

THE BOTTOM LINE

An embarrassment.

11 PERCENT

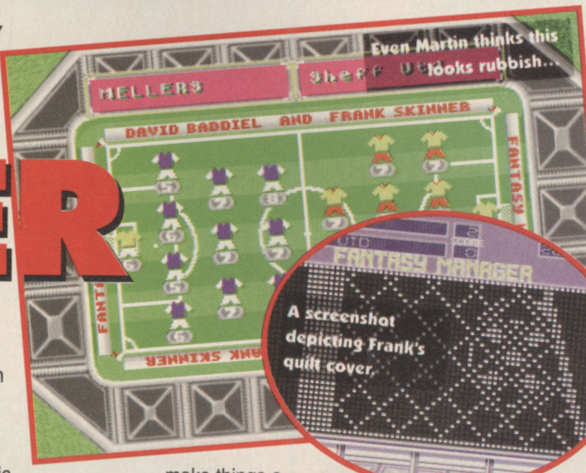
THE BOTTOM LINE

A500 Suspicious, I tried it on our A500. But it didn't work. Astoundingly, *Pinball Mania* IS A1200-only.

BUDGETS

Nothing to do with that plump man in a suit waving a tatty red briefcase, you understand, but cheapo computer games instead.

FANTASY MANAGER



Even Martin thinks this looks rubbish...

A screenshot depicting Frank's quilt cover.

Runs on: All Amigas (1Mb)
Publisher: Hit Squad
Price: £10
Release: Out Now

"That Mellerick's got a nerve... only 8 percent?"

This came out several months ago to cash in on the success of the (very funny) David Baddiel & Frank Skinner Fantasy Football programmes. It's an obscenely basic program that lets you buy players, create your own fantasy team and then play against other teams. Or, if you're that way inclined, you can create a fantasy teams with a few friends and then play a league against them instead.

The graphics are extremely poor, with just dull text menus to follow and the occasional moving image. But it's the whole tedious approach and blatant cash-in that I can't stand. Playing against computer teams for a week takes something like 50 presses, and that's without even going through the unfriendly transfer system.

I suppose having a few human teams might make things a little more reasonable, but this is only for the seriously anal management players, the closet Stattos if you will, and even those feeble excuses don't really make a sufficient dent in its shortcomings.

● *PAUL MELLERICK*

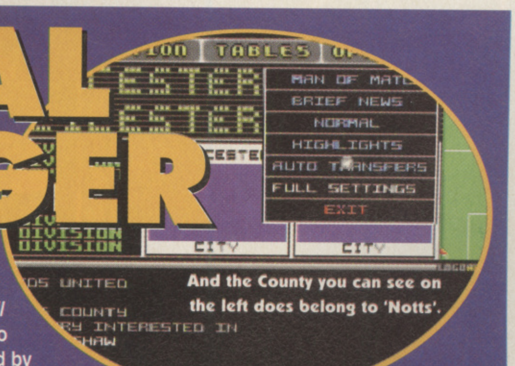
THE BOTTOM LINE

Yes, it's cash-in time again. And in true exploitation style, this is truly awful. Don't waste my time.

8 PERCENT

TACTICAL MANAGER

Runs on: All Amigas
Publisher: Hit Squad
Price: £10
Release: Out Now



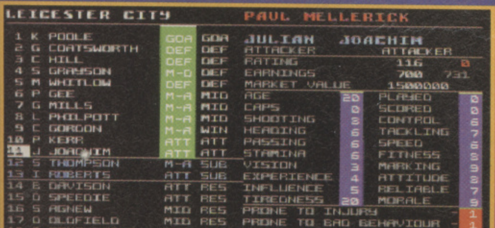
And the County you can see on the left does belong to 'Notts'.

They keep trying to get away with this one, mostly by continually changing its name, but we're too eagle-eyed to let them get away with it. You see this is *Tactical Manager* and, if you remember back to a few months ago, we reviewed *Tactical Manager 2* (AP50 29%) then. This is the prequel (obviously), but it was never called what it is now. It used to be called *Football Tactician 2* (AP29 61%). And before you ask, no, I don't know what ever happened to *Football Tactician.* The other obvious question is, do you ever feel as if you're being manipulated by some "other" party in an attempt to do something you really don't want to do, such as buy this? Of course the answer is yes, but we've got enough conjecture and conspiracies running though this issue already, so we'll just get on with the review.

Right, you're aware of how much I didn't like the sequel (it did score 25% after all), and this is practically the same game, only a bit more disorganised and stiff. If I hadn't seen it with my own eyes, I wouldn't have believed it to be possible.

It looks awful, plays really badly, has a repulsive structure and is incredibly boring. Even for a bad football management game.

● *PAUL MELLERICK*



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LEICESTER CITY                PAUL MELLERICK
 1 K POOLE        GOA GOA  JULIAN   JOACHIM
 2 G COATSWORTH   DEF DEF  ATTACKER          ATTACKER
 3 C HILL         DEF DEF  RATING              116    0
 4 S GRAYSON      M-D DEF  EARNINGS            700  731
 5 M WHITLOW      DEF DEF  MARKET VALUE    1500000
 6 P GEE          M-A MID  AGE          20  PLAYED    0
 7 G MILLS        M-A MID  CAPS          0  SCORED    0
 8 L PHILPOTT     M-A MID  SHOOTING      8  CONTROL   6
 9 C GORDON       M-A WIN  HEADING       6  TACKLING  7
10 P KERR         ATT ATT  PASSING       6  SPEED     6
11 J JOACHIM      ATT ATT  STAMINA       6  FITNESS   8
12 S THOMPSON     M-A SUB  VISION        3  MARKING   9
13 I ROBERTS      ATT SUB  EXPERIENCE    4  ATTITUDE  8
14 E DAVISON      ATT RES  INFLUENCE     5  RELIABLE  7
15 D SPEEDIE      ATT RES  TIREDNESS    20  MORALE    9
16 S AGNEW        MID RES  PRONE TO INJURY           - 1
17 D OLDFIELD     MID RES  PRONE TO BAD BEHAVIOUR    - 1
18 I ORMONDROYD   M-A RES  PRONE TO WILD TACKLING    - 0
19 S WALSH        ATT INJ  HEAVILY MARKED            - 0
20   VACANT                DISCIPLINARY
                           WEEKS SUSPENDED             0
4-4-2      AUTOMATIC   MANUAL
```

No caps for Joachim then?

THE BOTTOM LINE

Ever wondered why we have a comment box and a score? I have.

15 PERCENT

Glance over your shoulder before entering...

The Wild and Wacky World of the CONSPIRACY KORNER CAFE

But why's Corner spelt with a 'K'?

With your host – the Roswell Alien

Hello there my Earth-bound chums, and welcome once again to the Conspiracy Korner Cafe. You know, when I'm not electronically "sweeping" my room for covert surveillance devices or changing the dressings on my leg wound, there's nothing I like better than educating the world with my 'revisionist' history lessons, and this month, I've got a cracker for you. But before we look at the options, let's check the facts on the JFK assassination.

- John Fitzgerald Kennedy was in a car on 22nd November 1963.
- He was shot.

And that, my terrestrial friends, is just as far as we can confidently walk down Truth Avenue. Let's now take the first right onto the boggy path of Rue de la Conspiracée.

MY FAVOURITE 10 JFK ASSASSINATION CONSPIRACIES

1. IT WAS THE CIA

Or some other government body who, in a desperate bid to get rid of a popular yet deeply untrustworthy president who'd let them down over the ill-fated Bay of Pigs invasion of Cuba, figured they'd rather execute him in public instead of, for example, putting sugar in the fuel tanks of Air Force One and causing it to crash. This is the theory expounded by Oliver Stone's movie JFK, and is therefore probably the most widely held view in the USA, as Americans believe everything they see (FACT – A TV Nation poll recorded that 34% of those who voted Republican in the last election believe "Forrest Gump" was a documentary. And these people have the largest nuclear arsenal on the planet!).

Although it's entirely possible that the military were attempting a coup d'etat against their democratically elected civilian leader, it's not really juicy or exciting enough, so we'll let it slide.

2. LEE HARVEY OSWALD ACTED ALONE IN KILLING THE PRESIDENT.

Oh, come on, get real.

3. JILTED LOVER MARILYN MONROE WAS THE TRIGGER-WOMAN

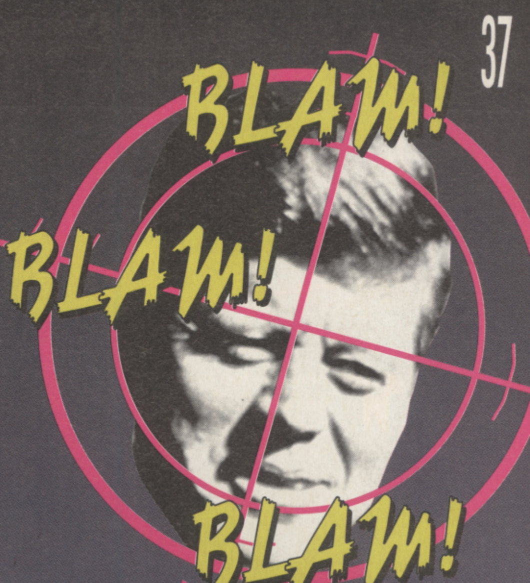
While it'd be fantastically juicy gossip to implicate Marilyn in the assassination, several facts make this theory sadly less than watertight. Firstly, it's noted in many biographies that Marilyn hated seeing JFK and Jackie together. Secondly, during the filming of the gangster/ cross-dressing movie Some Like it Hot (1959) Jack Lemmon noted that she "hated guns and refused to even touch them," so it's unlikely that she'd have been able to shoot so accurately. Finally, and many may argue, most conclusively, she'd been dead since the fifth of August the previous year. Boo-boo de-doo.

And here's another thing – Marilyn had six toes on one foot in some early photos, but not in later ones.

4. LEE HARVEY OSWALD WAS NOT HUMAN

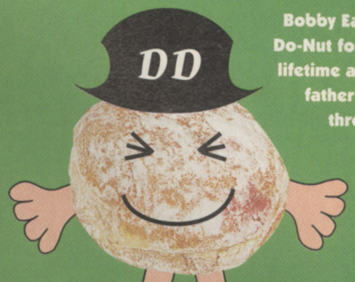
I'm just a pasty

In her 1967 book Hunters and Hunted – A Textual Analysis Of The Inferred Relationships Between Killers And Their Victims (Faber and Faber), Professor Rita Emberg dismisses several parts of Oswald's police statements as "clearly the psychotic rantings of a loopy-loon." These have recently been re-scrutinised by many criminal psychologists, who now believe that Oswald thought he was a large savoury slice of meat and vegetables, and therefore beyond the reach of what he referred to as "the law of the crustless ones." This theory explains his widely misquoted assertion "I'm just a pasty."


BLAM!
BLAM!
BLAM!

5. IT WAS DUNCAN DUNKY

Although not an immediately obvious candidate, Duncan Dunky, the mascot of Dunky's Delish Do-Nuts from 1947 until 1973 had both a clear motive and an opportunity in this case. To understand his gripe, we must look back to Kennedy's famous "Ich bin ein Berliner" speech in West Berlin on June 26th, 1963. Clearly, what he'd intended to say was "Ich wohne in Berlin", that is "I am a Berlin resident." How unfortunate for him then that a Berliner is in fact a sweet pastry (or doughnut), so we can but assume that Europe laughed openly as the world's most powerful leader announced his edible status. Believing his status as North America's favourite life-sized doughnut impersonator to be in peril, Duncan Dunky might well have decided to ice the opposition. Duncan Dunky (real name Bobby Earl Frasier) was resident in Fort Worth at the time of the fatal shooting, a mere 12 miles from Dallas. He has NEVER been investigated by the Dallas police department. He was NOT called before the Warren Commission. Bobby Earl died MYSTERIOUSLY in 1987 in a retirement home on Tampa Bay, Florida. The coroner report simply read "natural causes." He was 71 years old.



Bobby Earl, Do-Nut for a lifetime and father of three.

6. IT WAS THE MAFIA

Following John Kennedy's decision to "get tough" on organised crime, he set his brother, Attorney General Robert Kennedy, on the trail of mob bosses, heavy-handed union officials and corrupt politicians. This obviously upset a lot of highly influential people, and even prompted Teamster union boss Jimmy Hoffa to vow that he would "break Kennedy's back." This theory still remains a hot one, mainly because of the vast number of criminals and scumbags involved. We favour it for the simple reason that it involves people with such great names as Santos Trafficante and Sam Giancana.

7. LEE HARVEY OSWALD WAS A TRANSVESTITE

Yet another theory never investigated by the Dallas PD or the Warren Commission (mainly because I've just made it up) is that Oswald assassinated JFK in a bid to highlight the unhappy plight of Texan cross-dressers. Although it's got absolutely no basis in fact (and has only been included here because we've already mentioned the magic bullet theory and Black Dog Man) it would go a long way to explain his widely misquoted assertion "I'm just Patsy." It also gives us an excuse to doctor his photo. You know, the one that the CIA mocked up and then conveniently 'found' in his house.

8. IT WAS THE SECRET SERVICE

As anyone who's seen In The Line of Fire would know, it's the Secret Service's sworn duty to protect the president. However, a long running story hinted at a Secret Service cover-up. So the story goes that a Secret Service agent in the car behind Kennedy's had reacted to the gunfire, stumbled, and accidentally fired the fatal head shot the killed Kennedy. While this would certainly have been hugely amusing and massively ironic, analysis of 8mm cine film footage shot by bystander Charles Bronson (no, really) shows that no one in the follow-up car had made any sudden movements until after the shooting. Maybe if they had, Kennedy might not have got drilled so many times.

9. THE YOUNG OLIVER STONE CONSPIRED WITH POLITICAL ADVERSARY RICHARD NIXON AND...

(That's enough conspiracy theories. – Ed)

NEXT MONTH:

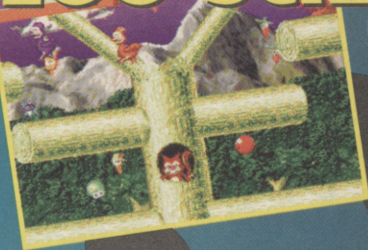
The 1929 Wall Street Crash – The inevitable consequence of a decade of over-indulgence and corporate incompetence, or simply global manipulation by the OctoBunnies from Sirius?

PD

A change is a good as a rest, as they say. And so, to prove our might, we decided to check out (with various PD shops), which games you lot are buying, and whether you actually should be buying them. Or not. These are our findings.

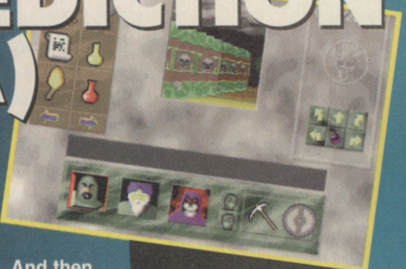
There are too many companies out there, and way too many games to allow us the authoritative tone of say, Reader's Digest, but never forget that WE ARE ALWAYS RIGHT. And so, by popular demand, here's a brief run down on the Top 20 PD games that you lot are buying and what we think of them. Oh yeah, and they're also in no particular order. So, in my guise as PD Game Guide, I shall now don a silly hat and coat, introduce myself as "Paul, your friend" before showing you around the PD Top 20. I shall then ask if you have enjoyed yourselves before you tip me. I thank you.

EGG SCRAMBLE



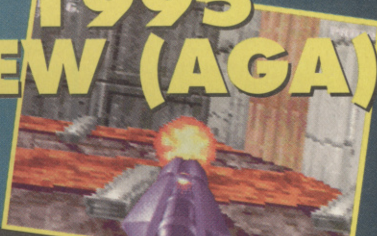
Madness. You do truly have to be a bonkers to fully appreciate this fluffy, madcap little arcade game. Very silly, very frantic and very playable. What more could you ask for? ★★★★

MALEDICTION (AGA)



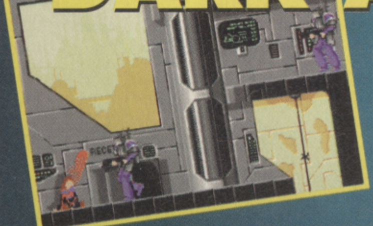
Now that's what I call a small window. It's minuscule. Amazing though that, after playing for a few minutes, you get used to it. And then, if you like this sort of thing, you can get lost in a fantasy/adventure world of goblins, magicians and lots of spooky monsters. ★★★ ½

FEARS 1995 PREVIEW (AGA)



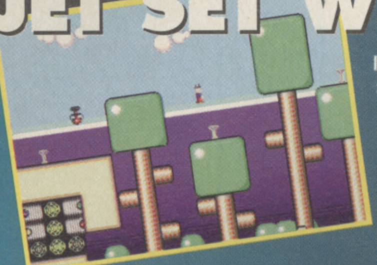
Not the full game or anything you understand. Just a demo of what the game has to offer. Sort of like a coverdisk demo. Just like the one we did on issue 50 in fact. ★★★

DARK ANGEL



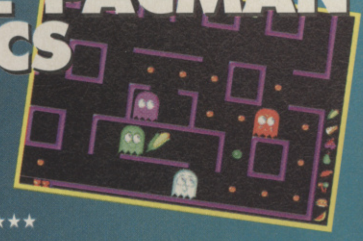
Well, it's a PD *Flashback*. It looks really nice, and the animation is okay, but because the game loads in each screen as you move into it, the game doesn't have the right flow to it. ★★

JET SET WILLY 3



I'm not a big fan of all these Spectrum games, mostly because the conversions are usually a bit crap. This isn't though. And in classic, basic gameplay, this delivers. Lots. ★★★★

DELUXE PACMAN AGA/ECS

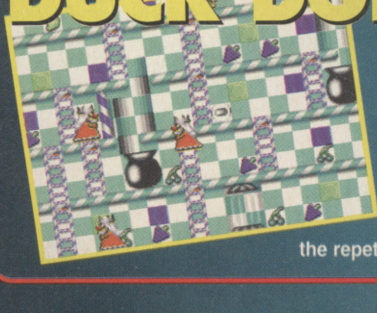


Yep. I like this. Lots. It's a cool version of *Pac-Man*, tarted up and very easy to play. I could go on, but all you need to know is in the review. Page 53. Issue 53. ★★★★

KLONDIKE V3 (AGA)

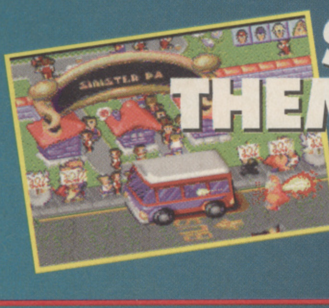
A good card game. And with all those fabulous card sets that keep appearing (that was sarcasm, by the way), you'll have unlimited fun. ★★★

DUCK DODGERS



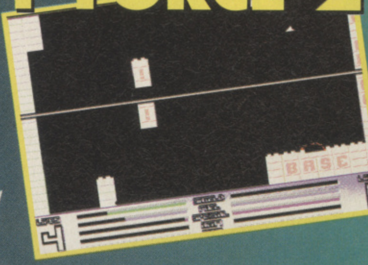
A simple and fun game, based around the classic ladders-and-platform set-up we've become so familiar with over the years. Fun to play though slightly marred by the dodgy climb-up-ladder recognition bit and the repetitive gameplay. ★★★

SINISTER THEME PARK



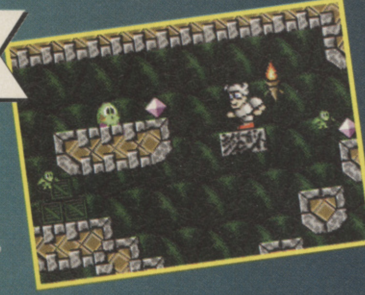
It's deadly, it's essential and completely sinister. From little known APSoft, everyone should own this. So what are you waiting for? ★★★★★★

GRAVITY FORCE 2



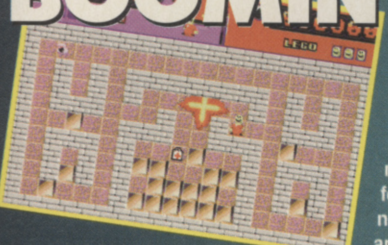
C'mon. It had to be here somewhere didn't it? The BEST PD GAME EVER. The Game of Champions. And loads of other superlatives that my spell checker doesn't understand. Take my word for it, go out and buy it – now. ★★★★★

ERIK



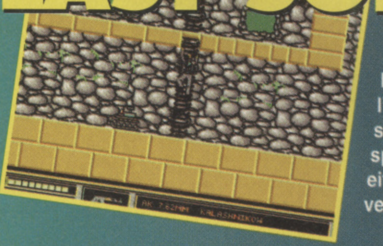
A lovely professional-looking game, and a very playable one too. Along the lines of *Rainbow Islands* and the like, it's simple to pick up and play, but really hard to beat and difficult to put down. ★★★★

BOOMIN' ECK!



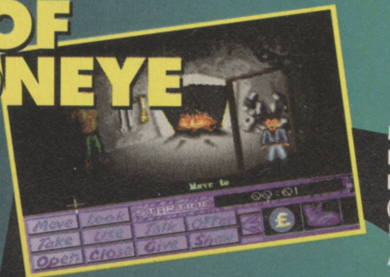
You lot will do anything for a *Dynablaster/Bomberman* clone, won't you? I mean, it's not that bad (don't get me wrong), but I can't help feeling there's just something not right with the controls and the gameplay. ★★

LAST SOLDIER



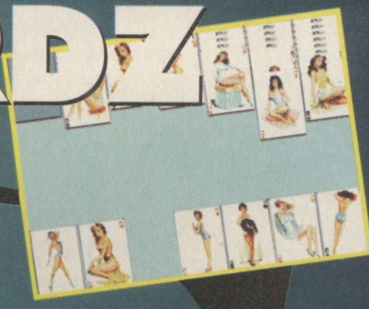
Ah, nice intro which usually means it's trying to hide an average game. And I'm right. It's a nice platform shoot-'em-up. Nothing special, but not too shabby either. In fact, 'average' is a very good word indeed. ★★ ½

RELICS OF DELDRONEYE



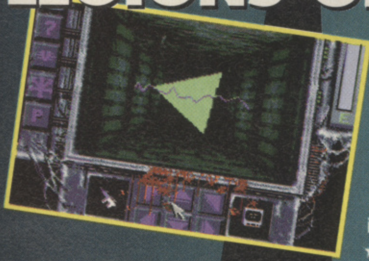
Although you may be wary of a PD point-and-click adventure game, this proves that even cheap games can be good. It's a pretty basic game, but has enough nice touches (a bit of comedy for instance) and is user-friendly enough to make it fun. ★★★ ½

CARDZ



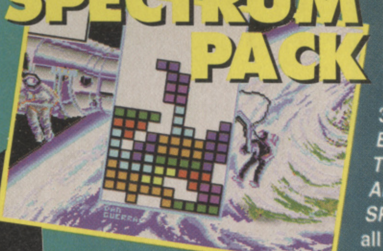
Now this is just cheating! Basically, this *is Klondike* – but for Non-AGA machines (or A500's and 600's in English). Exactly the same. And without that much loss in quality of graphics. ★★★

LEGIONS OF DAWN



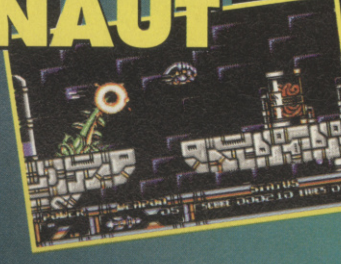
Inspired by (ie almost exactly the same as) *Dungeon Master,* this 3D explore-'em-up has all the right ingredients (spooky graphics, eerie sound and loads of weapons) to keep you interested, and it throws in the odd surprise as well. ★★★★

SPECTRUM GAMES PACK NO. 39



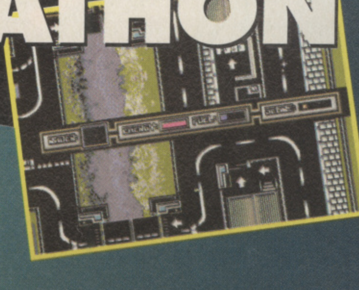
34 games including *(1942, Bounder, Fairlight 2, Jack The Nipper, Legends of Amazon Woman, Popeye, SPLAT! and Tetris).* And they all work. Nostalgia, eh? ★★★★

AQUANAUT



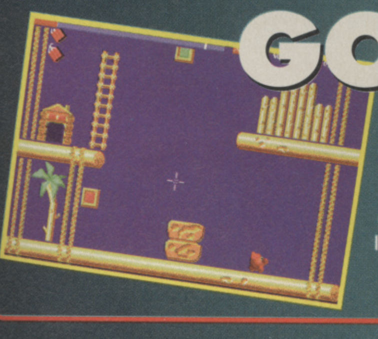
A top-class shoot-'em-up that rewards your thinking as well as your trigger skills. And it looks like an old Speccy game called *Cybernoid.* Which I liked lots. ★★★★

MARATHON



Look, just because your hear the words 'two', 'player' and 'simultaneous' used in the same sentence when describing a game doesn't mean it's worth buying. Take *Marathon* for instance. Or rather, don't. ★½

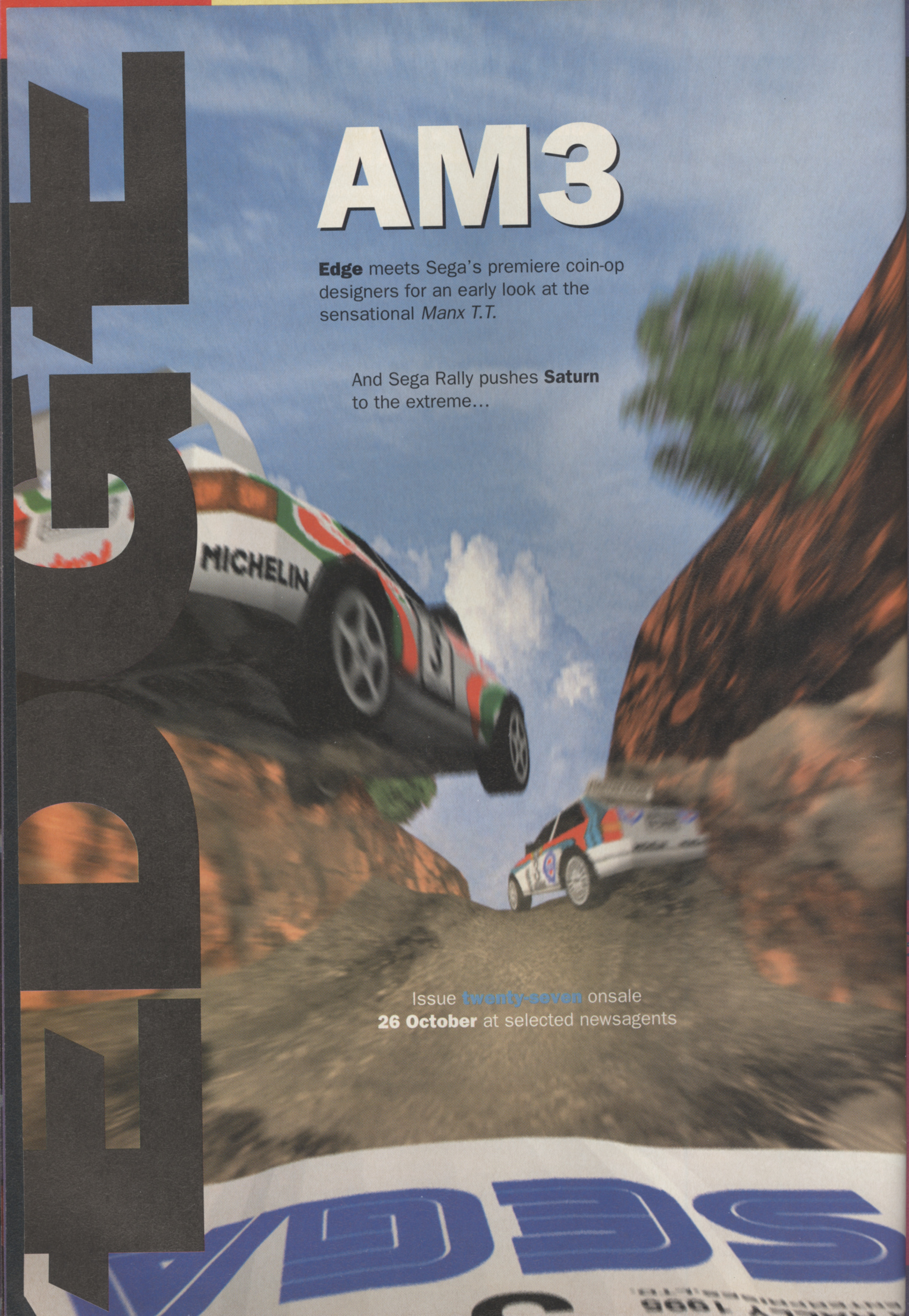
GONKS



I didn't really get to grips with this puzzler. Mostly because I'm a bit thick. Still, it looks cute and after a few goes, I did manage to get off level one. ★★★

WHERE? HOW MUCH?

With lots of thanks and much appreciation to: F1 Licenceware whose number is (01392) 493580, OnLine PD who been allocated (01704) 834335 by BT, Sadeness PD who bizarrely have (01263) 722169 as their phone number and 17 Bit Software who you can speak to on (01924) 366982.



AM3

Edge meets Sega's premiere coin-op designers for an early look at the sensational *Manx T.T.*

And Sega Rally pushes **Saturn** to the extreme…

Issue twenty-seven onsale
26 October at selected newsagents

Fun for all the family this Christmas.

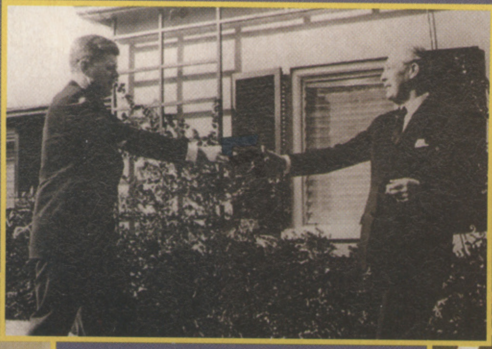
KENNEDY – THE SPIN-OFFS

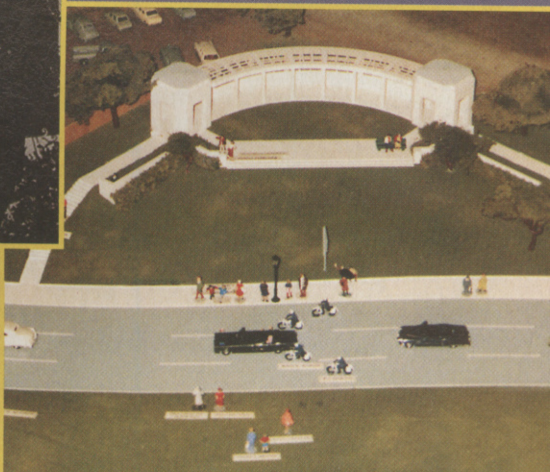
As Oliver Stone will tell you, assassinations are big business. The commercial world was quick to cash in on Kennedy's sudden change of mind. Who can forget, for example, XTC's Peter Pumpkinhead, a repulsively Wings-like homage to Bullet Number Three? *(Or five. – Revisionist Historian Ed.)* The Human League were similarly inspired with Seconds ("It tooks seconds. It took seconds to take his life. The shot was heard around the world. It took seconds") thereby displaying a considerable lack of knowledge about the velocity of frangible slugs. ("It took .00362 of a second, provided he was shot from above and behind. Otherwise it was probably nearer .00174. The shot was heard in most of Dealey Plaza, although some eye-witnesses deny it," would have been better.) And not many people realise that legendary punk band The Dead Kennedys were in fact named 'after' JFK and his brother Bobby (who was also shot) (but not by Lee Harvey Oswald).

Fans of Quantum Leap will undoubtedly cite the episode where the hero (whose name escapes us) 'becomes' Lee Harvey Oswald, who – praise be! – Donald P Bellisario (the poor man's Glen A Larson) confirms did it alone, but as fans of Quantum Leap count for nothing in the mighty pages of AMIGA POWER we can safely discount it.

Films, too, took JFK to heart. JFK, obviously, but also top Hong Kong action picture A Better Tomorrow 2. It is a little-known fact that the famous 'point-blank gun duel' scene was inspired by the meeting between Kennedy and Harold Macmillan to clinch the Polaris deal. AS CAN BE SEEN HERE.

Most famous of all was the spectacular but ill-fated "Christmas sensation of 1964!!!", Hasbro's JFK Playset. Each set came complete with a scale model of the car and its occupants; you could then buy additional figures and, piece by piece, build up Dealey Plaza. The finished model was so accurate, it was used by the Warren Commission in their initial investigation. The toy was only on sale for three weeks – a lawsuit from the Kennedy estate caused it to be taken off the shelves – and today a complete set (including the contentious 'Secret Service agent' behind the stockade fence) can fetch up to US$375,000. The last such set to go to auction was bought, it is believed, by an Argentinian ex-Nazi.





Above: The fateful meeting between Kennedy and Harold Macmillan. The British PM sustained minor flesh wounds while putting Kennedy in hospital for three weeks with a shattered collar bone. Well done, Mr M! Left: Hollywood's interpretation. Right: The complete Dealey Plaza playset, on loan from Mrs Susan Gerund.

NEW! KENNEDY-ON-A-STICK™ FUN!

"Jean! Thank heavens you've come! I've been planning this party for weeks, and it's going down like a CIA incursion in Cuba. The dancefloor's empty, the drinks cupboard is still full, and nobody's talking except of leaving. Let's face it – I've lost my hostess sparkle! (Sob.)"

"That's what I thought as well, Mary – until I discovered Kennedy-on-a-Stick™. It brings the zing! back into any party. Here – try mine."

"I'm a success again, Jean! Thanks to you!"

"Don't thank me, Mary – thank Kennedy-on-a-Stick™."

Kennedy-on-a-Stick™.
From Bilko.
"Top Quality for the Proles."

Was Oswald guilty, or was he having us on when he claimed...

“I'M JUS A PA

The official government investigation into the Kennedy assassination was called the Warren Commission. In 1964 it concluded that Lee Harvey Oswald acted alone as a single, disgruntled assassin. This conclusion was based upon various assumptions tied to medical evidence and the famous Zapruder film.

As the only Amiga computer games magazine that DARES to take on the truth-suppressing might of the United States government, we hereby independently review the conclusions of their protracted, hugely expensive investigation, and produce our own theories backed up by a welter of poorly thought out, pseudo-scientific experiments. As, indeed, only we can.

Three shots using a clumsy bolt-action rifle in under six seconds – could it be done? Three shots, two hits. According to the Warren Commission, that was exactly what Lee Harvey Oswald had managed to do, despite his marine records listing him as an average to poor marksman. Reckoning it was impossible and that the Warren Commission's findings were completely bogus, we set out to get our own evidence. With a little help of course.

Enter the professionals of Wiltshire Ballistic Services (WBS), a local company residing in the sleepy market town of Devizes, and one that specialises in shooting at things. Disappointingly, their sprawling underground base doesn't have one of those cool electric golf carts that James Bond always hijacks, but hey, manager Yan Ellis didn't have a white cat with a diamond necklace either.

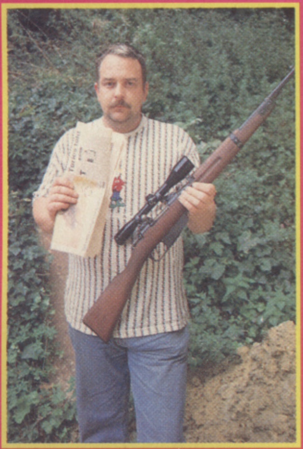
Considering they're tucked away in an old railway tunnel in the heart of rural Wiltshire, WBS manage to get in work from all around the world. They're in the specialised field of making sure that objects designed to stop bullets will do the job, and test security glass, body armour and even bits of tanks, often to complete destruction. Recently, for example, the Hong Kong Police Department's been looking for new bullet proof vests, so many of the companies putting in bids have been taking their vests along to WBS.

Each vest is 'dressed' around blocks of Plastalina (an expensive sort of industry standard plasticene that's as solid as human flesh) and a set pattern of shots are fired into it. Assuming the vest stops all the rounds, the indentations in the Plastilina are then measured to guage the impact shock a wearer would feel. Apparently, a 15mm thick vest will stop a 9mm handgun round at point blank range with only a 4mm indentation at the back. This, I guess, would still mean a massive bruise, but that's got to be better than being dead, as JFK would tell you – if he wasn't.

But let's get back to the Oswald Challenge. Three shots, two hits, six seconds or less.

THE SHOOTERS

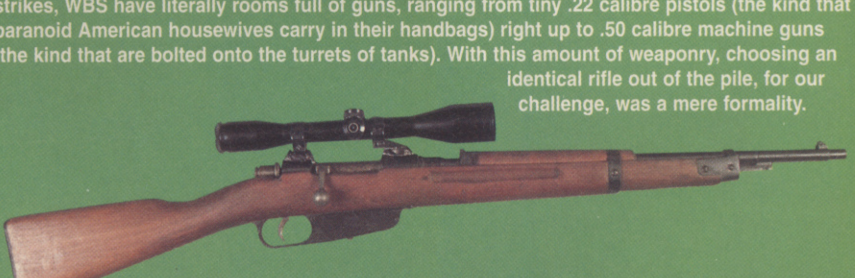
Name: Lee Harvey Oswald
Occupation: Political agitator and light manual labourer
Training: The US Marine Corps
Motives To Kill The President: Very few. He claimed to like the President. And his family.
Married to Russian immigrant?: Yes
Shot on live TV?: Yes



Name: Yan Ellis
Occupation: Manager of Wiltshire Ballistic Services
Training: Keen hobbyist. Has been at WBS for six years.
Motives To Kill The President: We asked him to
Married to Russian immigrant?: No
Shot on live TV?: Not so far

THE WEAPON

A loaded 6.5mm Mannlicher-Carcano rifle and three empty shell cases were recovered from the Book Depository building overlooking Dealey Plaza, and it was this rifle that Oswald supposedly used to kill Kennedy. In their ongoing attempts to protect the world from all manner of bullet-strikes, WBS have literally rooms full of guns, ranging from tiny .22 calibre pistols (the kind that paranoid American housewives carry in their handbags) right up to .50 calibre machine guns (the kind that are bolted onto the turrets of tanks). With this amount of weaponry, choosing an identical rifle out of the pile, for our challenge, was a mere formality.



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BLAM!

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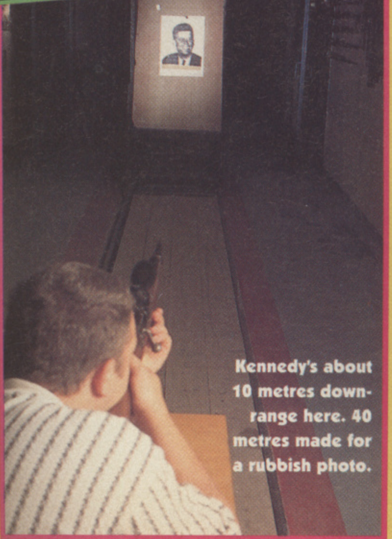
THE TARGET

This posed a few problems for us. Prohibative cost prevented us from hiring a Lincoln convertible and fitting it out with dummies. Space restriction in the tunnel meant we couldn't get the same elevation angle as the sixth floor window of the Book Depository building. And finally, taste restrictions meant we couldn't use a water melon with a face painted on it. In the end, we opted to use a life-sized Kennedy-On-A-Stick™, positioned a realistic 40 metres down range.

Blam! Blam! Blam!



Kennedy's about 10 metres down-range here. 40 metres made for a rubbish photo.

THE RESULTS

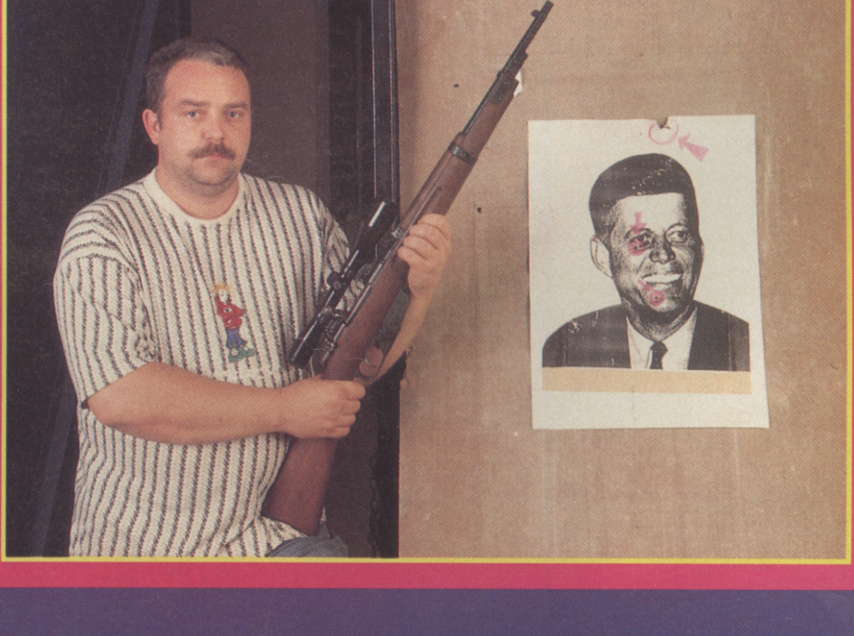
Government testing of the Mannlicher-Carcano rifle concluded that even without being aimed, it couldn't be fired, reloaded and fired again in less than 2.3 seconds, even by a marine drill instructor. However, in two attempts at three shot bursts (once at a round target to check the scope sights, and once at the Kennedy-On-A-Stick™), Yan managed to disprove this so-called "official" evidence.

	Test	Actual
FIRST SHOT	Start	Start
SECOND SHOT	1.11sec	2.37sec
THIRD SHOT	3.48sec	4.37sec

As you can see, Yan managed to loose off three shots in under five seconds, with the fastest reload time being 1.11 seconds. In fact, so fast was our man that he could easily have fired the fourth round found in the chamber of the Book Depository rifle. So we can conclude that maybe Oswald did do it on his own then.

Damn, that's the conspiratorial angle of this month's issue knackered then. Well, for what it's worth, we reckon because of the wounds on Connally and Kennedy and because of the timing of the bullet strikes (including the one that ricochted off the pavement) that it was three shooters – one on the grassy knoll, one on the fire escape of the Dal-Tex building, and one in the Book Depository building. Don't believe us? Well, read lots of books on the subject, that's what we've been doing this month.

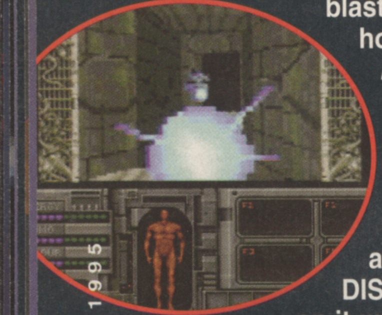
As you'll probably have noticed.



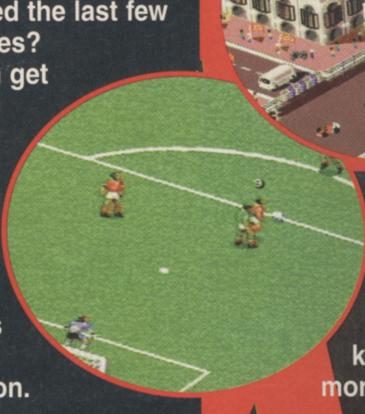
WHATEVER NEXT?

Just two games this month, huh? Pretty durned feeble, huh? Well, we can but shrug our shoulders and point to the games we thought were coming in, but have been put back a month, which is bad news for this issue, but almost illegally good news for the next. Based on what slipped through our fingers for this issue, we confidently (and optimistically) predict that AMIGA POWER 56 will contain:

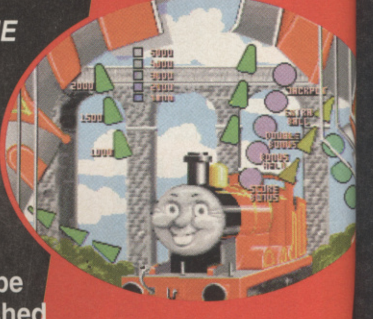
ALIEN BREED 3D – Currently, *Gloom* stands as the undisputed *Doom* – but on the Amiga champion, but by next month, a new contender should have entered the ring. Team 17's long-time-coming blaster certainly looks great, but how'll it play? Will it be the groovy *Doom* clone everyone's praying for, or will all that hard work be let down by the cretinous level design that ruined the last few *Alien Breed* games? Assuming we can get a boxed copy, we'll DISSEMINATE facts on it until it bleeds.



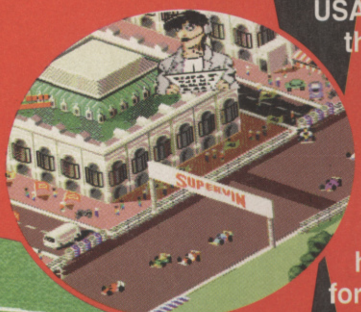
TOTAL FOOTBALL – Domark's arcade footy game's currently weeks away from completion. The Megadrive version is smart, so here's hoping the Amiga version comes out better than EA's pitiful FIFA conversion.



THOMAS THE TANK ENGINE PINBALL – Alternative have followed Team 17's lead and are RUNNING SCARED from the TRUTH that AMIGA POWER DISSEMINATES, vowing never to send us any more games. But hopefully we'll be able to catch up with a finished copy of this rather jolly looking pinball game and see just what it is that they're trying to hide.



DUNGEON MASTER 2 – When last we heard, Interplay were looking to the USA for a finished copy of the sequel to the seminal first person dungeon explore-'em-up. *Dungeon Master* came out eons ago, so what new improvements will the intervening years have bestowed upon this forthcoming version?



TBE – The Hidden have been clattering away on their curiously realistic racing game for nigh on a year now. Will we see it next month? And whatever happened to *Spodland*? Only the Hidden know the answers to these, and many more, questions.

AMIGA POWER ISSUE 56

On sale Thursday 16th November – It's the issue when the game floodgates burst open. We hope.

http:/ / www.futurenet.co.uk/ games/ amigapower.html

THE INTERNET – A POTTED HISTORY

USA – THE 1960S

Fearful that a misplaced US Minuteman missile could take out North America's defence capability in one maximum-deniable shockwave, federal computing is spread out across the country. Approved computers are linked by dedicated land lines. Like a large, squalling baby, THE INTERNET IS BORN.

1960 – 1993

The Internet grows steadily; then, with the inexplicable popularity of the PC, it explodes like a big cake with a woman in it. Even though it promises humanity an entire world of knowledge by suckling on its wriggly tendrils, humanity is left with the nagging doubt that SOMETHING IS MISSING.

1994

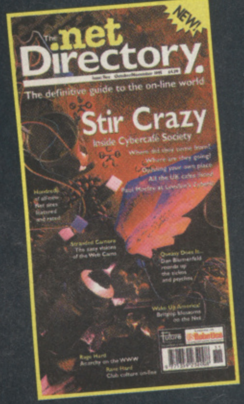
The Four Cyclists of the Apocalypse incline their mighty heads and AMIGA POWER arrives on the Internet, attuning the planet to a state of crystalline harmony. There's some unpleasantness in former Yugoslavia, a couple of mass-murderers, and Terry Scott dies, but on the whole, the world is a FAR BETTER PLACE for AP's electronic 'presence'.

FutureNet

LOST? LONELY?

Aimlessly driving around the baffling and occasionally interesting backwoods of the Infonet? Then you need THE NET DIRECTORY issue two. Like an old man on the porch of his HyperShack, THE NET DIRECTORY sucks thoughtfully upon its InfoMeerschaum and points you to SuperCampingSites of interest. Heed its advice and escape death at the hands of a VirtualRedneck, or something.

THE NET DIRECTORY – £5, bi-monthly, GUARANTEED to cover sites containing NUDE pictures of PAMELA ANDERSON and REPULSIVE photographs of GENUINELY DEAD BODIES which, let's face it, is all anyone using the Internet's interested in.



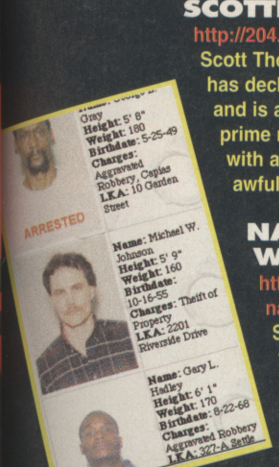
AMIGA POWER'S PICK OF THE MONTH

This month we once again alpine-ski across the VirtualTundra of the InfoWasteland, relentlessly tracking a burly FactMoose to bring down with our Smith and Wesson TruthRifle. And you don't even get so much as a cold nose.

SCOTTLAND

http://204.225.234.1/

Scott Thompson, one of The Kids in the Hall has declared his 'site' an independent state, and is at the moment holding elections for prime minister. ("Vote Danny Husk, the man with a moustache.") Join him here. It is all awfully odd, if tragically slow to 'download.'



Gray
Height: 5' 8"
Weight: 180
Birthdate: 5-25-49
Charges: Aggravated Robbery, Capias
LKA: 10 Garden Street

ARRESTED

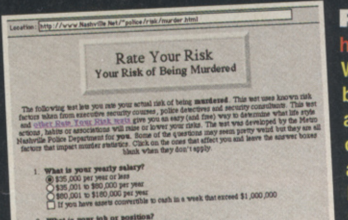
Name: Michael W. Johnson
Height: 5' 9"
Weight: 160
Birthdate: 10-16-55
Charges: Theift of Property
LKA: 2201 Riverside Drive

Name: Gary L. Hadley
Height: 6' 1"
Weight: 170
Birthdate: 8-22-68
Charges: Aggravated Robbery
LKA: 327-A Settle

NASHVILLE'S MOST WANTED

http://www.nashville.org/nashville_most_wanted.html

Sleuth the net as a DigiDetective thanks to the Nashville Police Department, keeping those ElectricEyes peeled for ornery critters presented on a freely-accessible database to THE ENTIRE WORLD as criminals despite, for example, not having yet been tried. Yee-haw!



Location: http://www.Nashville.Net/~police/risk/murder.html

Rate Your Risk
Your Risk of Being Murdered

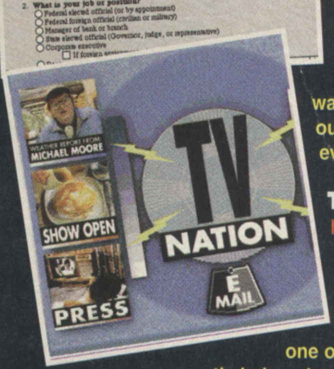
The following test lets you rate your actual risk of being **murdered**. This test uses known risk factors taken from executive security courses, police detectives and security consultants. This test and other Rate Your Risk tests give you an easy (and free) way to determine what life style actions, habits or associations will raise or lower your risks. The test was developed by the Metro Nashville Police Department for **you**. Some of the questions may seem pretty weird but they are all factors that impact murder statistics. Click on the ones that affect you and leave the answer boxes blank when they don't apply.

1. **What is your yearly salary?**
   - ● $35,000 per year or less
   - ○ $35,001 to $80,000 per year
   - ○ $80,001 to $180,000 per year
   - ☐ If you have assets convertible to cash in a week that exceed $1,000,000
2. **What is your job or position?**
   - ○ Federal elected official (or by appointment)
   - ○ Federal foreign official (civilian or military)
   - ○ Manager of bank or branch
   - ○ State elected official (Governor, judge, or representative)
   - ○ Corporate executive
     - ☐ If foreign

RATE YOUR RISK

http://www.Nashville.Net/~police/risk/

Worried that you might be shot, stabbed, beaten, robbed, raped, stalked or burned alive? Think that your lifestyle may leave you open to acts of random violence? Then, once again, praise be to the good ol' boys of Nashville PD, whose simple risk-assessment tests will show you the error of answering the door without a handgun, not varying your route to work every morning, wearing a name card at conventions, and going for a walk more than four times a month. We ourselves are, we fear, 'dead meat' should we ever set foot in Tennessee.



TV NATION

http://cons2.sel.sony.com/TVN/

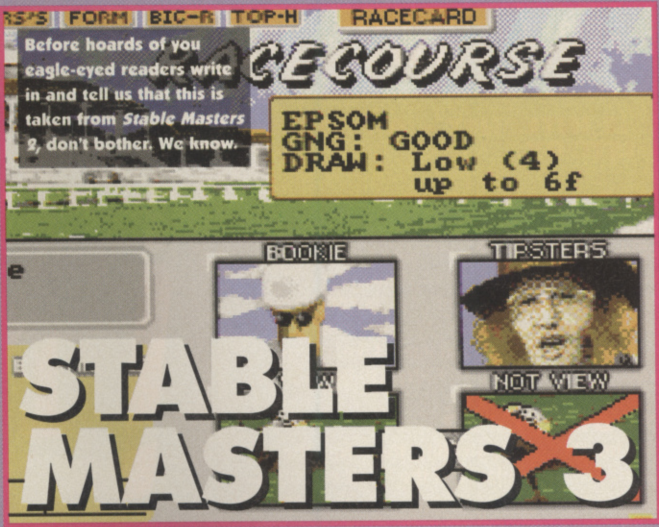
Yet another American site but, hey, we couldn't find anything in Britain that wasn't TEDIOUSLY FACTUAL. Anyway, TeleViewers will undoubtedly be aware of TV Nation, one of the embarrassingly few good programmes currently being shown. But are you aware that the powerful network censors of its own evil mega-global paymasters prevent it from covering 'sensitive' topics? Are you aware that the BBC bans outright its poking fun at the British government? ALL IS TOLD HERE, mostly. Thrill also to new TV Nation Polls. Find out, at last, how many Americans think the guy who first put the 'Great' in front of 'Britain' probably meant it as a joke.

FUTURENET – YESTERDAY'S TOMORROW ELECTRONICALLY BECOMING TODAY'S TODAY.

COMPLETE CONTROL

COMPLETE, for it is free of deficiency, not lacking in any part. CONTROL for it puts you in command and authority of the Amiga games you play. RICH for the wealth of the words he speaks cannot be measured in any currency. And PELLEY, because that's what his Dad was called. COMPLETE CONTROL – have you forgotten how good it tastes?

STABLE MASTERS 3



Before hoards of you eagle-eyed readers write in and tell us that this is taken from *Stable Masters 2*, don't bother. We know.

(ESP Software)

STOP PRESS! [Yank. Grind. Hiss.] It's a cheat for *Stable Masters 3,* that has been sent in by 'Wayne' of Newcastle-upon-Tyne! Not that we've ever reviewed it! (Although we did review *Stable Masters 2* back in issue 38, and the cheat for that seems to be the same as the cheat for this. Still, you can't blame the lad for trying.) Before you start the game, go to the shops and buy a pen and some paper. Now load up, saving the game immediately, and write down all the winners in the first meeting. Load up your saved game and – what would you know – you'll be able to predict every single winner.

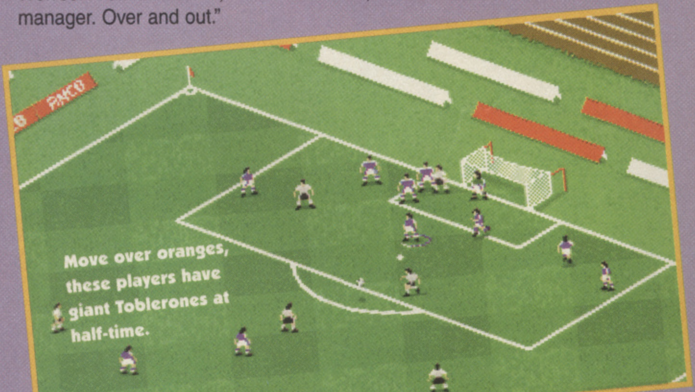
PLAYER MANAGER 2

(Anco/Virgin)

"Dear Sir or Madam," writes Mark Wells of Reading. (Although I have had my problems in life, androgynuity has, so far, not been one of them. For future reference, I am in fact male, Mark.)

He continues. "If you have four managers, transfer all your good players to one club with the biggest ground and the best line up, then off-load your rubbish players to get some of your money back. Put on a shoddy squad and eventually you will get backed and be left with your good team.

"The teams that I would recommend are Stockport City, Birmingham and Wolves. A striker seems, for some reason, to make the best manager. Over and out."



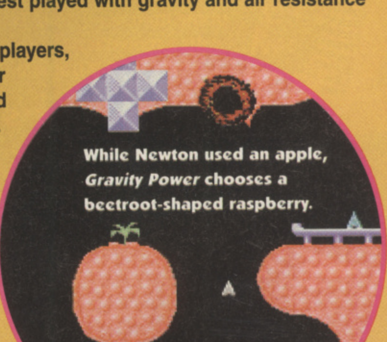
Move over oranges, these players have giant Toblerones at half-time.

GRAVITY POWER

(AP50 Coverdisk)

If *Gravity Power* was a car, it would be a Ferrari. If it was a holiday, it would be two weeks in Hawaii, all expenses paid, and as many grass-skirt dancing girls as you can handle. If it was a television programme, it would be Have I Got News For You, or maybe Casualty. If it was a pair of jeans, they would be 501s. If it was a bank account, you'd definitely get a free sports bag when you joined. And if it was a sandwich, it'd be even more toothsome than a pack of Marks & Spencer's lightly chargrilled salmon with lemon pepper mayonnaise. *Gravity Power,* we have no doubt that it will soon be scientifically proven, is great, and we will never get bored of talking about it and tipping it, especially when people like Steven Hyde of Nottingham come up with weirder and weirder ways of playing it. Read this way...

- **Set fuel to minimum, shot recoil to maximum and use shot recoil to guide you around. This is best played with gravity and air resistance switched off.**
- **'Guided' battles: For both players, set shot guidance to high or extreme, and choose guided missiles or special weapon. The best arenas for this mode are Name of the Game (Slime), Large Arena (Grasslands) and Underwater (Boring).**
- **'Falling' mode: Set Gravity to maximum and air resistance to minimum and thrust to maximum. Bombs are the best special weapon for this particular mode.**



While Newton used an apple, *Gravity Power* chooses a beetroot-shaped raspberry.

12 PAGES OF PREMIUM PLAYING TIPS START HERE

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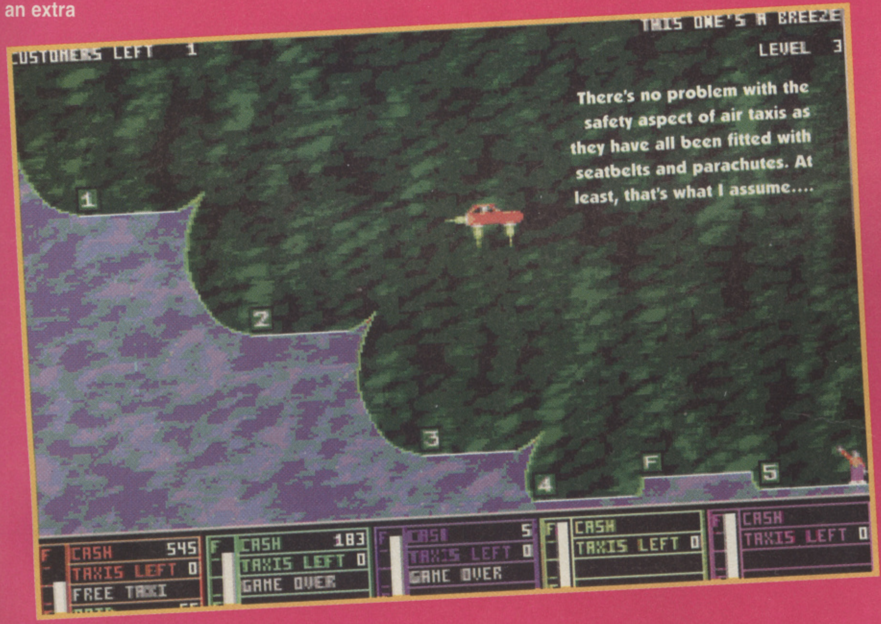
Stable Masters 3 46
Ult. Soccer Manager . . 47

AIR TAXI

(AP 52 Coverdisk)
"Strange," I thought, "that after the abysmal Everything We Do Is Driven By You, and doing the music for the terrifyingly bad *Rise of the Robots,* Dave May out of those rockers Queen could suddenly come up with such a thigh-suckingly groovy five-player Amiga game." Except, of course, it wasn't Dave May from Queen though, was it? (Although it was Dave May who wrote the Five Player Game of Gentlemen that we featured on our coverdisk two issues ago.) It was Brian. Which, as so often happens in these cases, buggers this up somewhat as an amusing introduction.

GENERAL TIPPERY

- NEVER boot your fare. You will be fined EVERY time.
- If you finish a level with over $1000, you get an extra life. This is, quite clearly, A Good Thing.



There's no problem with the safety aspect of air taxis as they have all been fitted with seatbelts and parachutes. At least, that's what I assume....

- ALWAYS disable taxi collisions, unless you fancy the idea of losing your five lives REALLY QUICKLY. (Or wish to try out some of the 'ways to annoy your opponents' modes mentioned below.)

LEVEL ONE

A relatively easy level, so practice basic things like controlling your car, landing, taking your passenger as quickly as possible to his desired destination, punching your opponent when the jammy git lands a couple of grand for delivering a white clad man, and so on.

LEVEL TWO

Even easier than level one because of the relative flatness of it all.

LEVEL THREE

You now have a (north-easterly) wind to contend with. The best way to land is to hover above a landing pad and keep tapping right. DO NOT use the wind for extra speed, as nine out of ten times, you will crash into a wall.

LEVEL FOUR

The SINISTER BLACK CLAD MAN roams on this level, and any form of contact with him will result in loss of money. You must lure him to one side of the screen and then whizz back to the other and pick up/drop off your passenger. Refuelling is a pain too – you have to land, pick up a bit of fuel, fly back before THE SINISTER BLACK CLAD MAN reaches you, and go back for a bit more later.

LEVEL FIVE

The magnet in the middle makes landing to refuel nigh on impossible, but dodging it to get from side to side simple. To exit the level, you need to be at the top of the entrance to the magnet chamber, and fly diagonally up. It is wall-head-buttingly difficult, so do keep at it.

LEVEL SIX

The final level of the demo is incredibly hard; mainly because there is no fuel pad. It also requires impeccable timimg in order to get through the gates before they CLOSE AND CRUSH YOU TO DEATH.

WAYS OF ANNOYING YOU OPPONENTS

- With collisions on, try crashing into an opponent who has just picked up a white clad man. You'll die, obviously, but they will be fined over $1000 which will ANNOY THEM INTENSELY.
- On level four, when your opponent picks up a passenger, lure the SINISTER BLACK CLAD MAN over his desired destination, so that he either lands and gets some money stolen, or hangs around for ages and doesn't get paid. HE WILL BE INFURIATED.
- With collisions on, hand around the fuel pad when your opponent starts to run low. YOU SNEAKY DEVIL, YOU.

Steven Hyde of Nottingham, we tip our hats to you and say, "Splendid! Well done, Sir."

ULTIMATE SOCCER MANAGER

(Impressions)
Ultimate Soccer Manager we liked. (AP50 – "Beautifully presented, wonderfully detailed, absorbing and fun.")

Ultimate Soccer Manager we have already tipped. (Although, as Michael Hampshire of Leeds informs us, we may have not quite got all the details in first time around. What you want to do is enter your name as MAKE BELIEVE, then during a match type:
1 – To win a home match 1-0
2 – To win a home match 2-0
3 – To win a home match 3-0
4 – To win an away game 1-0
5 – To win an away game 2-0
6 – To win an away game 3-0
Esc – To end the current half
G – To give a goal to the last person who touched the ball
And maybe M – to receive an extra £100 000.)

Ultimate Soccer Manager, remarks Mike Rogerson of Plymouth, also has a blatant bug in it, which you can use to your advantage. Before you start a game against a team choose hard tackling, and as soon as the match starts, put your centre forward going up. When you've done that, press subs to make a substitution. Now when you win a free kick, swap your free kick taker (probably your left back) with your centre forward. Your left back will now take the free kick from the goal line, and score every time. Ha.

DON'T FORGET

If I forgot to write Complete Control one month, just imagine the embarrassment it would cause. A surprisingly large percentage of you, however, have been forgetting to send in your tips, and this is quite clearly not on. WRITE WITHOUT HASTE to:

Complete Control,
AMIGA POWER,
30 Monmouth Street,
Bath
BA1 2BW

We have spoken. We expect you to obey.

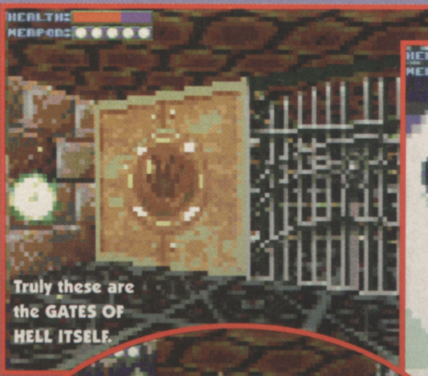
GLOO

PART 2

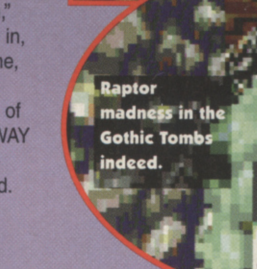
Desperately searching for a pun, isn't the weather a tad gloomy?

Here we are again then. Having UTTERLY RUINED the Space Hulk levels of (still) the best *Doom* – but on the Amiga game (so far), your attention now turns to the Gothic Tombs. "Hey, Jonathan," you'll be saying. "My save position is all loaded in, and I'm ready to listen to the truth you lay on me, daddio." Follow me, then, with your £40 at the ready, as I DISSECT by far the hardest section of *Gloom*. Remain aware that I will be GIVING AWAY the secret bits and robbing you of the TICKER-TOTTERING EXCITEMENT of being ambushed. You have, once more, been warned.

The Gothic Tombs, then.


Truly these are the GATES OF HELL ITSELF.

I succeed at *Underkill*. AGAIN.


Raptor madness in the Gothic Tombs indeed.

RAPTOR MADNESS IN THE GOTHIC TOMB

Inexplicably missing off the 's' PROBABLY TO MAKE ME LOOK SILLY, but hey, eh? From your start position, without moving, turn to face the oak door so the gun power-up is on your right. Now sidestep into the gun and back up. You'll pick up a second gun and end up in a cubbyhole, facing outwards as two pairs of raptors attack from the front and right. Clear out the rooms in any old order (watch out for fresh raps after each one). Don't go through the lamplit teleport as you arrive in an ambush. Instead, retrace your steps to the start room and shoot the raps from there.

DON'T STOP FOR NOTHING

Quaintly ungrammatical, our New Zealand cousins. But anyway. You get attacked straightaway, so stay where you are and fire around the central block. Take the right-hand corridor diagonally so you can blast the ghosts in one sweep. The switch becomes a door (a common tombs trick, this), so watch out. The far wall in the revealed chamber is a secret door. You'll get the bouncy bullets power-up in a corridor. You must take the teleport – as you warp in, run straight forwards into the cubbyhole, shooting the two raps. Turn and blast the others that follow you. The rap cells open at the touch. There are two raps in the exit, o-ho.

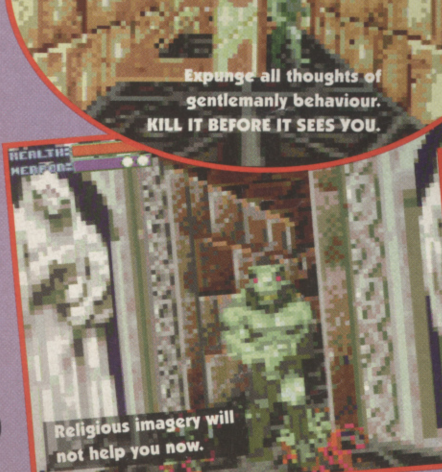
WATCH YOUR BACK (OTHERS ARE)

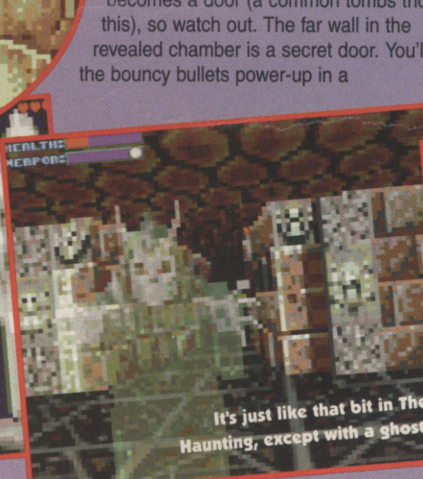
Follow the close corridors and blast the raps. The switch opens the wall, also becoming a door. Return to the start room (watching out for fresh raps coming from the right) and take the new, brown corridor with orthogonal walls. Enter the first room on the right and stock up with guns. Go left at the corridor junction, past the cell doors to the switch. This opens all the cells, so stay where you are and let the raps come to you. Now return to the corridor junction, this time going right. Activate the (now reachable) switch. Retrace your steps to the brown corridor – the wall block is now moving. Go right and throw the switch. There's a secret door behind the portcullis to the left of the switch. In the new corridor, take the crosshatches one at a time – you can't outrun the raps.

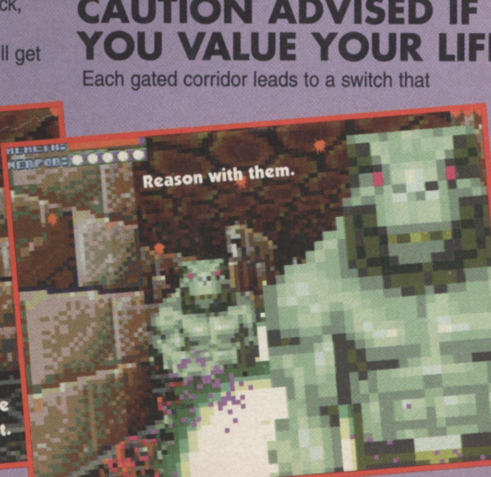
CAUTION ADVISED IF YOU VALUE YOUR LIFE

Each gated corridor leads to a switch that

Expunge all thoughts of gentlemanly behaviour. KILL IT BEFORE IT SEES YOU.


Religious imagery will not help you now.


It's just like that bit in The Haunting, except with a ghost.


Reason with them.

HEALTH:
WEAPON:
Sidestep. Sidestep in fear of your life.

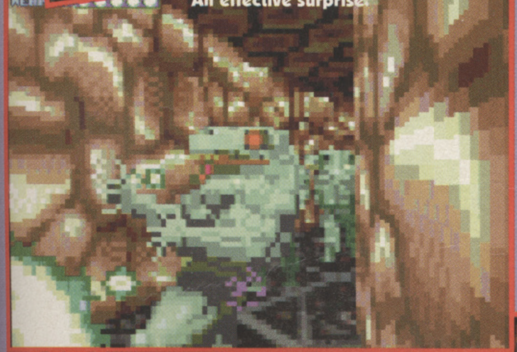
HEALTH:
WEAPON:
If only you, like I, had bouncy bullets.

opens another door in the central section. Clear them out as you go, but never pass a side-corridor otherwise raps will come up behind you. The switch beyond the thin corridor with two guns leads to an *Underkill* machine. Don't forget the switch behind the TV set. If you can't reach the exit in the central corridor, you've missed a switch. DO NOT DO THIS THING.

INTO THE RAPTOR PIT

You appear in a large, cross-sectioned room packed with raptors. Run like billy-o, firing all the while. If you hear a rap trumpet but can't see one, it's behind you and will swiftly overtake you. Turn, therefore, and back away firing. (It's not so hard.) Once the pit is clear, move to the mossy corridor.

HEALTH:
WEAPON:
Do not, STARTLINGLY OBVIOUSLY, open this door.



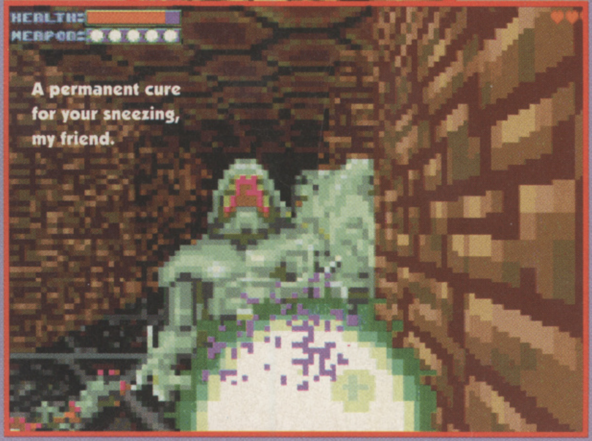
An effective surprise.

Advance slowly, bewaring especially of the gun-toting cloak blokes. In the corridor of Satan statues, there's a secret door in the first cubbyhole on the left. Get the thermo-glasses. The switch opens a steeply curving , heavily-defended corridor. The exit is at the apex.

Another raptor. DO NOT LISTEN TO HIS PERSUASIVE LIES.

YOU'RE ON YOUR OWN THIS TIME

You're led by the nose through this one. Enter the invitingly open corridor and kill everything. The switch becomes a door revealing a cubbyhole with gun, so run straight in and turn to repel the big rap/cloak bloke attack. Throw the switches to reveal more guns; the last switch opens the opposite door in the start room. The corridor here leads to the doughnut room – the outer circle has a few raps, while the inner room has raps, cloaks and (erk) ghosts. The switch opens the third door in the central room. This leads to an oak corridor packed with ghosts, and eventually to a larger room with raps and cloaks. The switch here opens the final door in the central room, but take the opposite corridor first to find a health bonus. The switch in the lamplit corridor leads to four others, then opens lots of doors and throws raps at you. Flip it three times, therefore, and turn to see a long corridor. Follow it around to the oak door – the switch inside is the exit. I was too scared to look for a secret door.



A permanent cure for your sneezing, my friend.

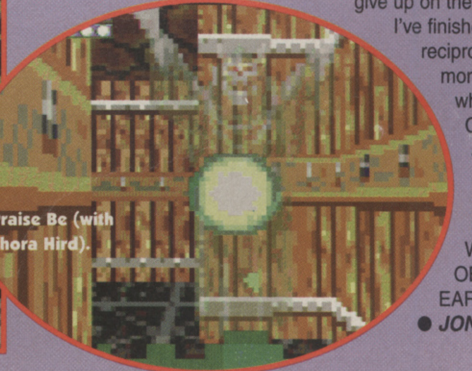
That for your ill manners.

SHOOT! SHOOT! RUN! SHOOT!

Yes. Like the Space Hulk, the final level is a huge shootout. The short corridor gives lots of guns and health before teleporting to an arena with rather too many doors. Upon moving you trip a hidden switch that opens the doors AND THE HORDES OF HELL POUR FORTH. Panic, run around, shoot wildly and damn Mark Sibly's eyes for him.

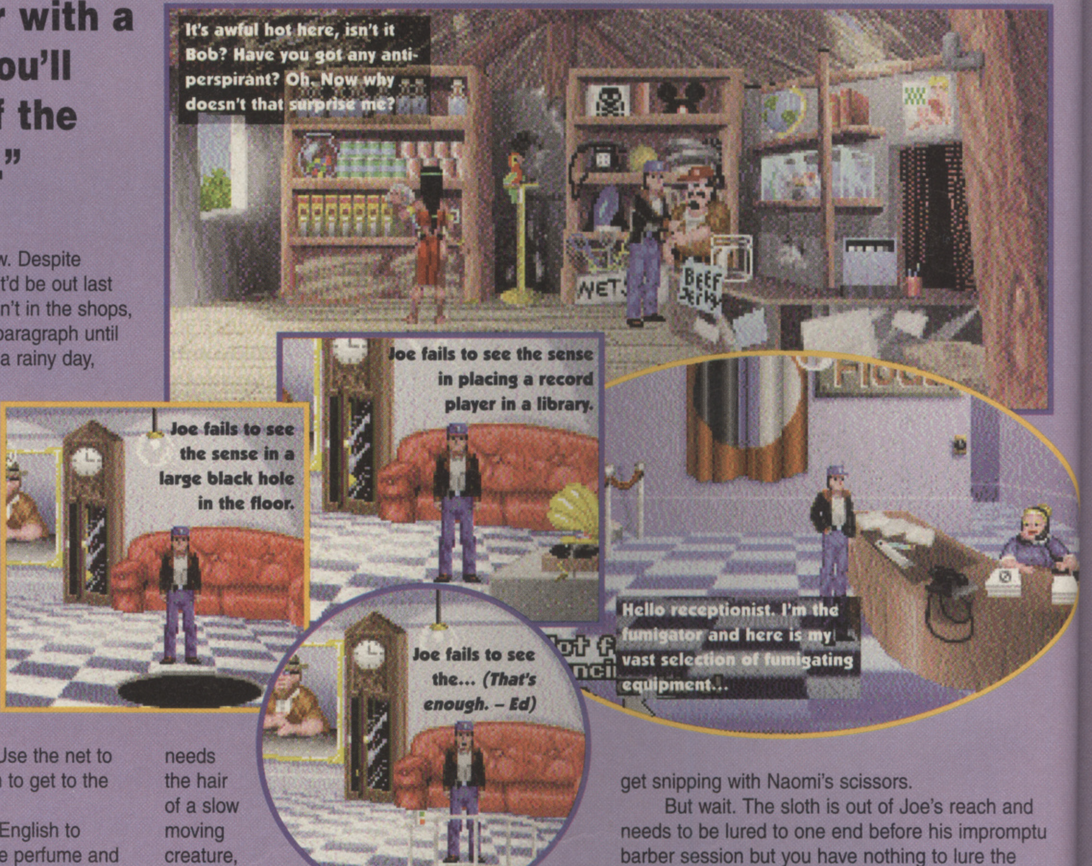
You have now completed the Gothic Tombs. Things wind down a little for Hell, which, if you can't be bothered perservering with, I'll be completing with arrogant ease next month. But – hey – I'll probably miss loads of secret doors and give up on the final level, bluffing you that I've finished it. Incidentally, in a reciprocal sort of way for last month's *Gloom* tips Rich printed, when playing the Sinister Black-Clad Man level of *Air Taxi*, let an opponent land to pick up his fare, then hover above him so he can't take off. THE SINISTER BLACK-CLAD MAN WILL AMUSINGLY OBLITERATE HIS HARD-WON EARNINGS. Cheerio.

● ***JONATHAN NASH***


Praise Be (with Thora Hird).

FLIGHT O AMAZO

"Never fight fair with a stranger, boy. You'll never get out of the jungle that way."
– Arthur Miller



It's awful hot here, isn't it Bob? Have you got any anti-perspirant? Oh. Now why doesn't that surprise me?

Joe fails to see the sense in a large black hole in the floor.

Joe fails to see the sense in placing a record player in a library.

Joe fails to see the... *(That's enough. – Ed)*

Hello receptionist. I'm the fumigator and here is my vast selection of fumigating equipment...

Look, it's not our fault you know. Despite Renegade promising us that it'd be out last month, *Amazon Queen* still isn't in the shops, so don't read any further than this paragraph until you're completely stuck. Save it for a rainy day, huh? But anyway…

Tramp Joe back through the jungle to chat with Sparky. Give him the comic book and he'll complain about its condition before reluctantly giving Joe a metal file, allowing you to use the net on the perfume.

The perfume's for Naomi and the file's for Mary Lou, but before that, head south to grab another banana from the nearby tree – just in case. Then, send Joe back to the pinnacle and into the jungle, heading east at its entrance to get to the waterfall. Use the net to grab the beetle, then go east, south to get to the missionaries.

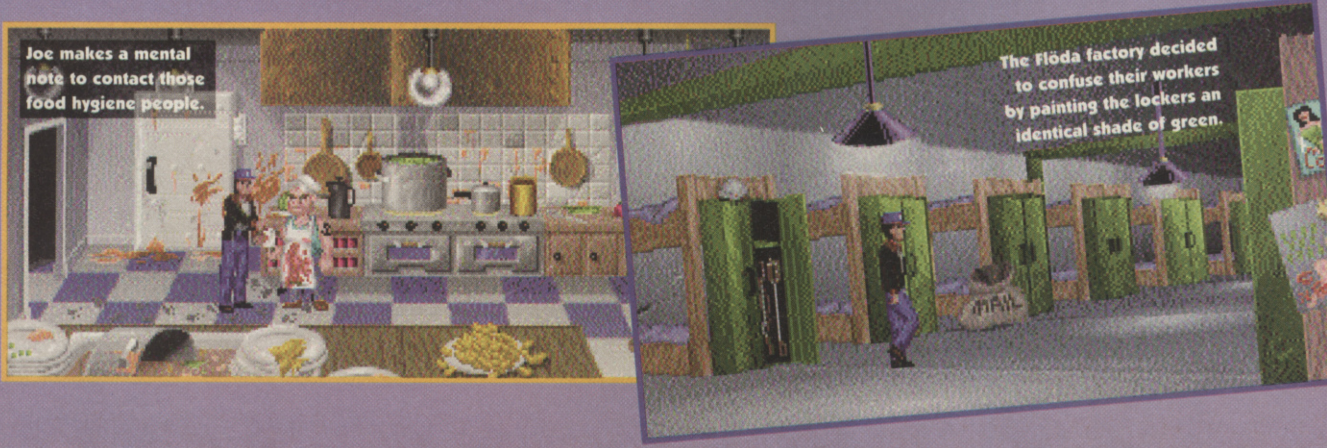
Swap your file for Mary Lou's English to Pygmy dictionary. Now you have the perfume and dictionary, head back to Trader Bob's.

Naomi's thrilled with the swanky French perfume (naive little thing that she is), and willingly parts with the scissors. Hoorah! They're bound to be useful for, um, something.

Now conversation's possible with the witch doctor, you discover she can cure rashes but needs the hair of a slow moving creature, milk from a sacred site and something with buzz. Bingo! Give her the vacuum cleaner and she'll extract the wasps. The coconut came from the mission, so cut it in half using the knife and give her the milk. And sloth's are fairly slothful, so let's get snipping with Naomi's scissors.

But wait. The sloth is out of Joe's reach and needs to be lured to one end before his impromptu barber session but you have nothing to lure the sloth, so try Flöda.

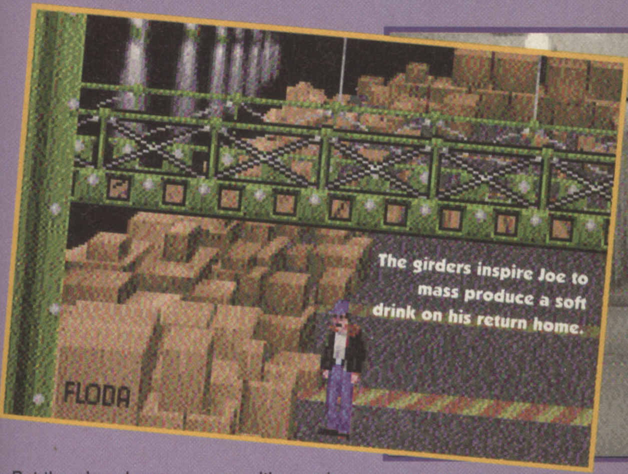
Lo and behold, there's a flower to be picked. Pick it, then give the flower to the sloth and he'll eventually reach it and start nibbling on it. Use the scissors to get some hair from him, and rush back to the witch doctor. With the final ingredient, she mixes up cure.



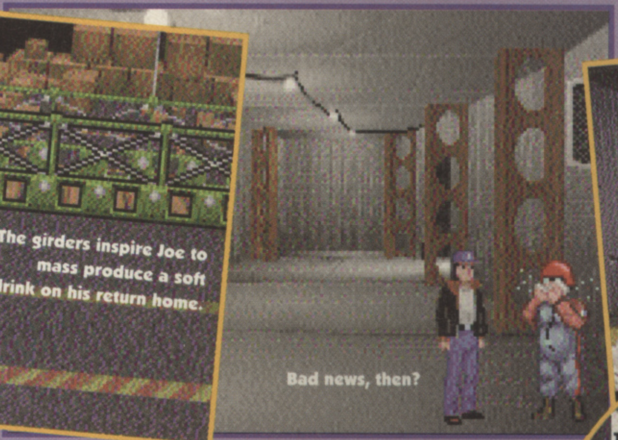
Joe makes a mental note to contact those food hygiene people.

The Flöda factory decided to confuse their workers by painting the lockers an identical shade of green.

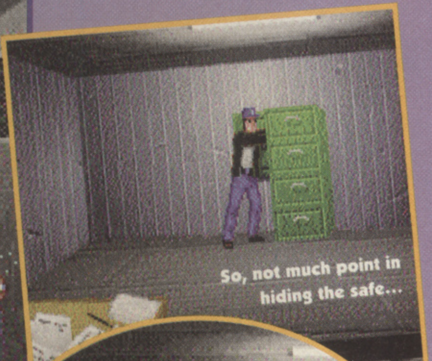
F THE N QUEEN



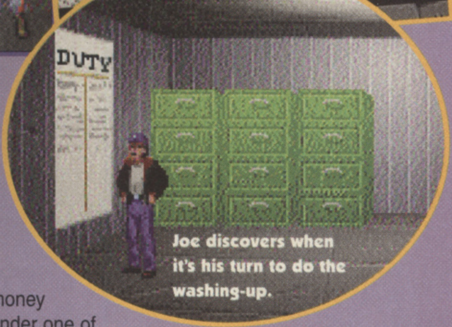
The girders inspire Joe to mass produce a soft drink on his return home.



Bad news, then?



So, not much point in hiding the safe...



Joe discovers when it's his turn to do the washing-up.

But there's only one person with a rash, and he promised to pay good money for a cure so return to the jungle to meet up with Bud and Skip.

Bud is overjoyed to get the rash lotion, and gives Joe loads of money. At last! Joe's pockets are bulging with readies, although there's only one place in the jungle where you can spend money and that's where Joe's just come from.

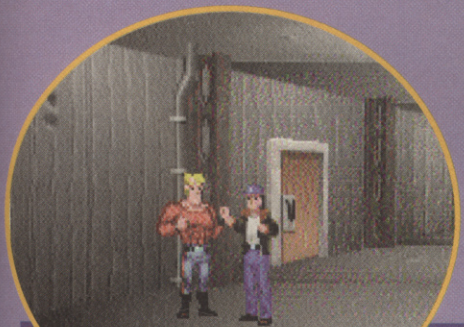
Buying stuff off Bob isn't easy. The film's too expensive, Joe still can't produce any ID to prove his age to purchase alcohol and many items aren't for sale. The only thing Bob'll part with is a record, which isn't expensive but nobody has a record player. Phono technology isn't part of the Amazons' repertoire (obviously), so head back to the sinister Flöda lederhosen factory.

INTO FLÖDA

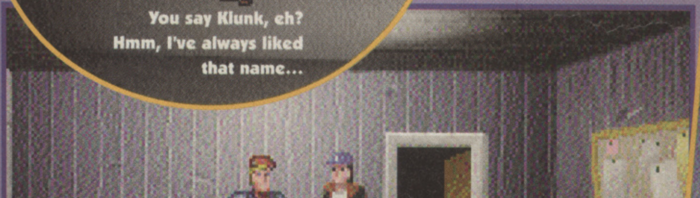
Considering the lady at the Flöda reception desk is the first contact a prospective Amazonian lederhosen buyer would have with the company, she's not very pleasant at all. Joe can't do anything without annoying her. Keep talking to her until she asks Joe who he is, and then pretend to be the fumigator. She'll let him in with orders not to go into the library under any circumstances.

Head for the library. It's the corridor that goes north. The library contains lots of books on hiding and not being seen but nothing, oddly, about producing leather shorts with braces. Strange that. There's some money under one of the couch cushions, the big white book on the shelf moves and there's a record player on the table. Groovy. A secret elevator appears if the record is used on the player but explore the factory before investigating further.

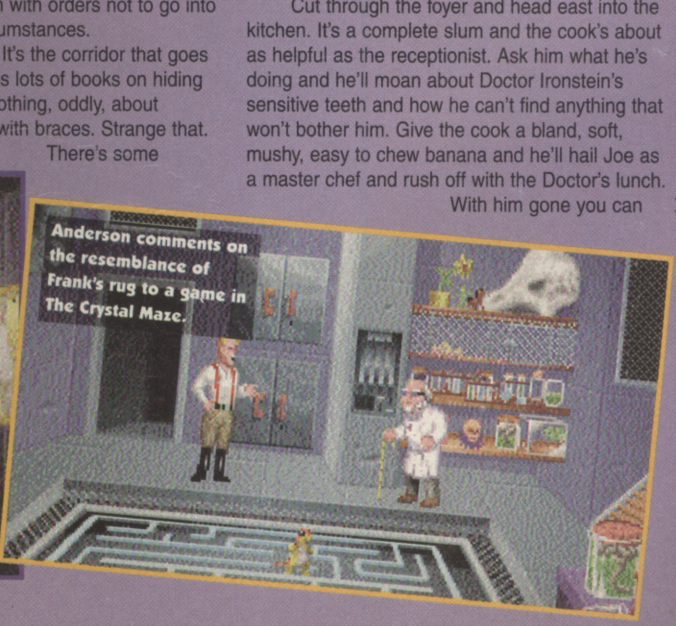
Cut through the foyer and head east into the kitchen. It's a complete slum and the cook's about as helpful as the receptionist. Ask him what he's doing and he'll moan about Doctor Ironstein's sensitive teeth and how he can't find anything that won't bother him. Give the cook a bland, soft, mushy, easy to chew banana and he'll hail Joe as a master chef and rush off with the Doctor's lunch. With him gone you can ➤



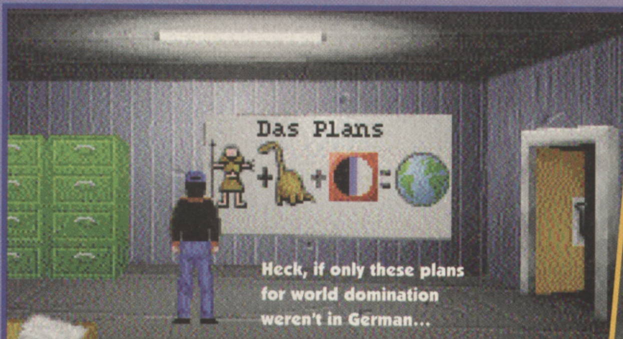
You say Klunk, eh? Hmm, I've always liked that name...



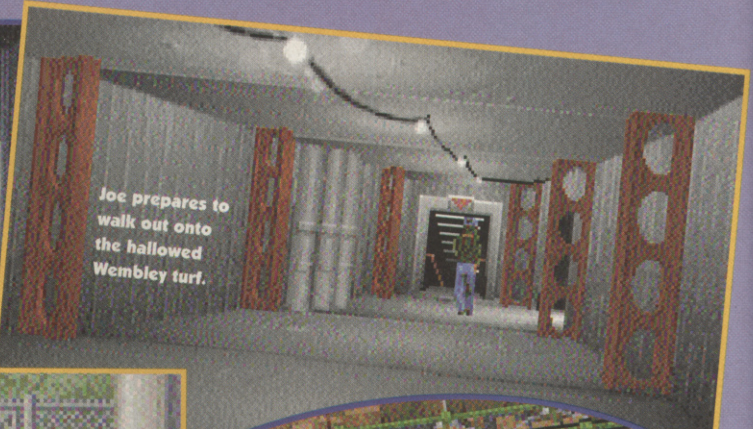
You like my suit? Why, thank you. I'm Henry, by the way, and you are?



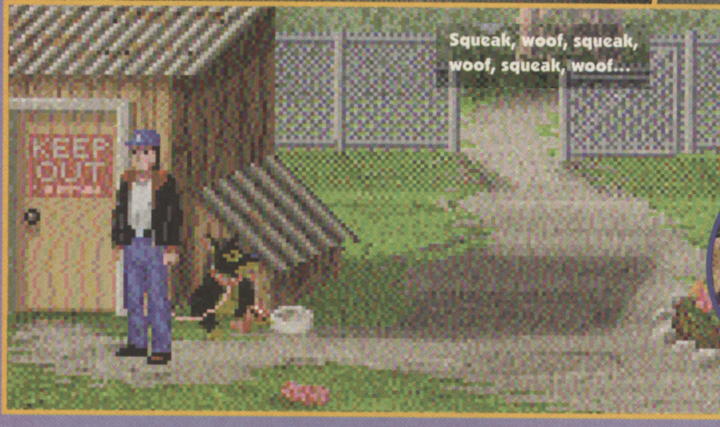
Anderson comments on the resemblance of Frank's rug to a game in The Crystal Maze.



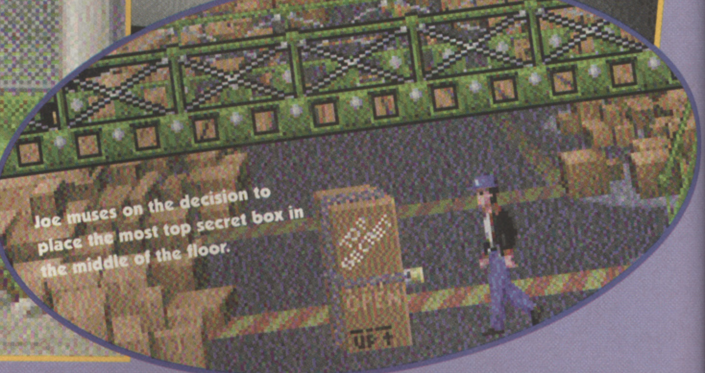
Heck, if only these plans for world domination weren't in German…



Joe prepares to walk out onto the hallowed Wembley turf.



Squeak, woof, squeak, woof, squeak, woof…



Joe muses on the decision to place the most top secret box in the middle of the floor.

scout around the kitchen and steal stuff. Grab the Cheeze Bitz from next to the sink and the dog food from under the work surface.

Head east to take Joe into the dorms. Open the mail bag and look at the letter inside – addressed to Private John. Open the foot locker and take the squeaky toy out of it. You could use this or the dog food to pacify the guard dog and get into the shed in the Flöda grounds, f you could find anything to open the tin with, that is. You still haven't found any lederhosen, or the princess for that matter, so use the secret library lift.

Steel girders, poorly lit corridors, this looks far more like the secret base of a megalomaniacal twisted genius. Now you're getting somewhere. Open the first door you see and go inside to a large warehouse. Look at the boxes and, coincidentally, you'll find a tin opener.

DEAR JOHN

Head along the corridor and you'll bump into a guard protecting two more doors. Talking to him reveals that there's an Amazon locked up somewhere and that he's called Private John, so give him the letter and feel your heart-strings tugged as it turns out to be, quite literally, a 'Dear John' letter from his girlfriend (now ex-girlfriend) Chrissie. Leave him blubbing while you check out the rooms.

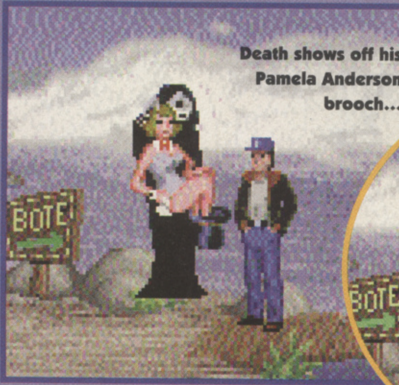
The first room's got a table that's covered in all sorts of memos. Note the messages on them. The cabinet in the office's locked, but there's a safe behind it, which is worth knowing. The other room looks like the guard room. Look at the roster to discover that Klunk's guarding Frank's office and that Henry is due to report to Colonel Jackson for kitchen duty. Then carry on down the corridor.

Round the corner, Joe bumps into Klunk, a beefcake of a soldier. Talk to him and discover he's the product of the mad Doctor's Super Soldier Treatment™ which was abandoned in favour of producing an army of Dino-women. He won't let you into Frank Ironstein's personal office, so carry on down the hall.

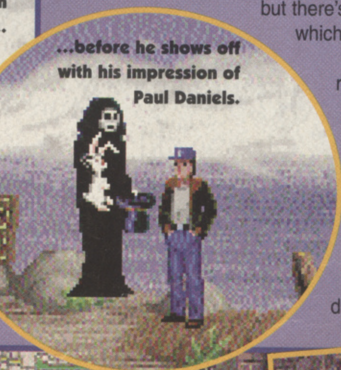
These soliders are a bunch of wusses. Send Joe through the next door you come to and you'll meet Henry. Does he karate kick you in the throat and demand to see your ID? Nope, he talks to you. Maybe Frank should have recruited a bunch of less polite henchmen. Tell him about his kitchen duty and that the guy he needs to see is Colonel Jackson, and he'll faff about a bit before running off to his duty. Simple, another stupid crony outfoxed.

Meanwhile, Frank has hired a slightly bloody-nosed Anderson to fly his airship into the Valley of the Mists, assuming the force field can be deactivated of course. Midway through the conversation, one of Frank's dino-rats escapes. Will we see him later? You betcha.

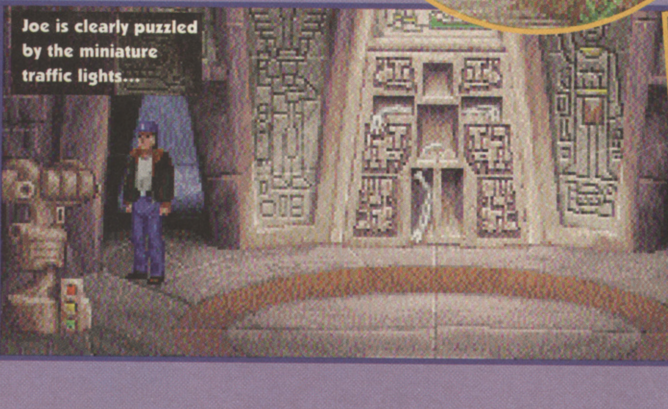
With Henry out of the way, Joe can get to the office he was guarding. Apart from the Ladybird primer of World Domination on the wall, the only other thing of interest's the book on the table. Look at it and Joe will tell you that he can't open it, so use



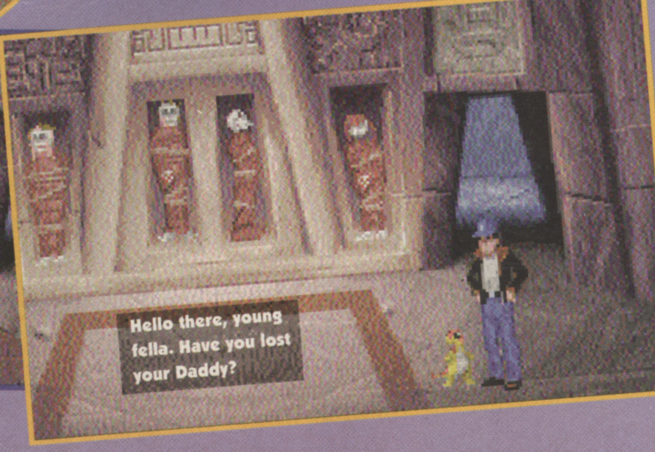
Death shows off his Pamela Anderson brooch…



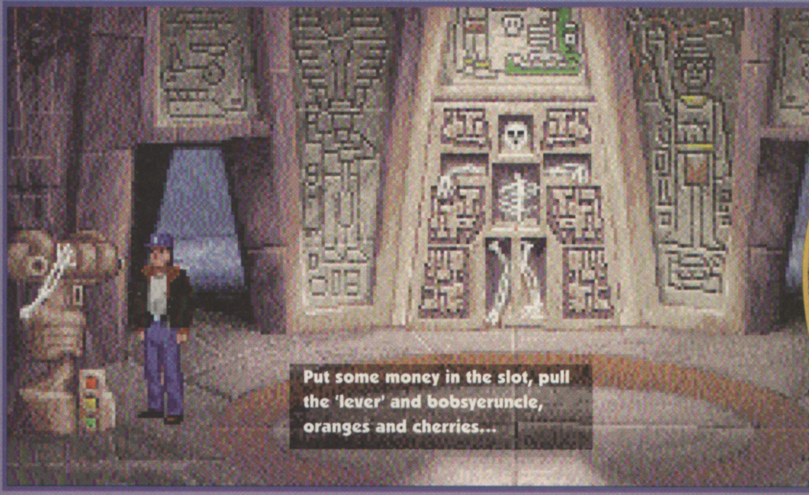
…before he shows off with his impression of Paul Daniels.



Joe is clearly puzzled by the miniature traffic lights…



Hello there, young fella. Have you lost your Daddy?



Put some money in the slot, pull the 'lever' and bobsyeruncle, oranges and cherries...

Mystic Meg appears like a vision in the cave... and lo, there appears a beautiful woman too.

the knife on the book to prise it open, revealing the key hidden inside.

Go back to the corridor and take the stairs down. Go through the laboratory and up the stairs, and we finally get to see the gorgeous Princess Azura. The key opens the prison door, and soon she's fallen head over heels in love with Joe. Some guys have all the luck, huh? Now you must get her back to safety.

ALARMING BELLS

Move to the foyer, where the flight to freedom's held up by a huge metal door and all the alarms are going off. It looks like the soldiers have finally woken up and that they're on their way. The receptionist's gone, so grab her pencil, and then use the mannequins to hide from the guard, who leaves by punching a code into the door panel. Joe didn't see the code, but if you talk to Azura, it turns out that she did, so use the wall panel to escape.

With the princess heading back to her people, it's worth trying to get into the shed. Opening the dog food with the can opener doesn't work, as the dog's been trained not to take food from strangers. However, he's quite happy to chew the squeaky toy, so head past him into the shed.

The one interesting box is locked up, so you'll have to wait to discover what's inside. Take Joe back to the Amazon Fortress so that he can have praise and riches bestowed upon him.

When he gets to the throne room, Joe's given a Tyranno Horn which sounds like a Tyrannosaurus Rex when blown. Before he can complain about getting such a crummy present and request something cool like a new plane, Frank and his cronies show up. They've followed Joe back from Flöda, and unless he agrees to go to Sloth Island and find the legendary crystal skull, Frank threatens to turn all the Amazons into Dino-women. He thinks that bypassing his security was "quite a feat," but unfortunately you're not given the option of pointing out what girly-prancers all his soldiers are. Hey-ho, better set off to Sloth Island then.

Staring down from the pinnacle, the only place Joe hasn't been yet is the jetty, which seems a particularly good place to head for to find an island. The ferryman's none other than Death himself, although he's going by the name of Sharon, or something. Talking to him reveals the unnerving fact that loads of Flöda men have gone over to the island, but none have ever come back. Talk to him about fishing and give him the beetle as bait. Only then will he agree to take you over to the island.

Once Joe reaches the island, take him into the temple. Inside is a funny statue with a slot in it, and also an oddly familiar arrangement of empty compartments in the wall. Go through one of the entrances at either side.

The two connecting rooms are crypts, and if you try to move the bodies to look for secret passages, they'll crumble to dust, leaving just a few bones. Collect these up before heading back to the main room.

Assemble a complete skeleton in the compartments from the bits of bones. You'll find there's an arm left over, so put that in the statue's socket and you've got, ta-daaa, a one armed bandit machine. Arf. Use some money on the slot, use the arm bone and a panel will swing aside revealing the entrance. As you tell Joe to go to this entrance, he'll pick up the arm bone before falling down the hole.

Joe falls in front of a huge statue seconds before the temple guardian greets him. She asks him a dumb riddle before vanishing, leaving you free to roam the temple. Take the door on the right. Progress eastwards is barred by a huge stone block, and the pulley system's fallen into disrepair. Go north instead.

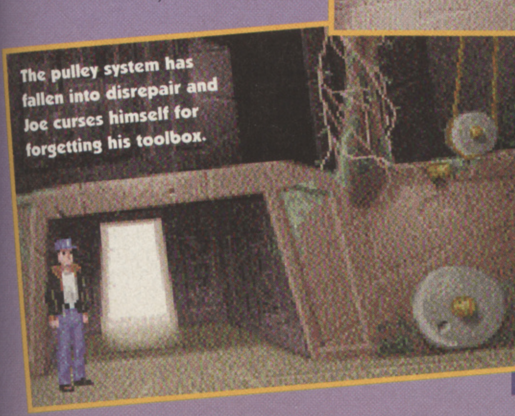
Cross a bridge and find another very mangled, very dead Flöda guy in a corridor, next to a bunch of zombie women guarding a sarcophagus. When Joe talks to them, they say they're waiting for their prince to wake up so they can all travel to the afterlife together. They get shirty if it's suggested that the prince has already gone, and when pressed, they will eventually open the tomb to prove their prince is still there. Opening the tomb leaves a stray bandage, which Joe can pick up.

The zombies will only open the tomb again if told about the wrappings, and this time they see that the prince has indeed gone without them – the rogue, and they storm off vowing revenge on all things dead and male.

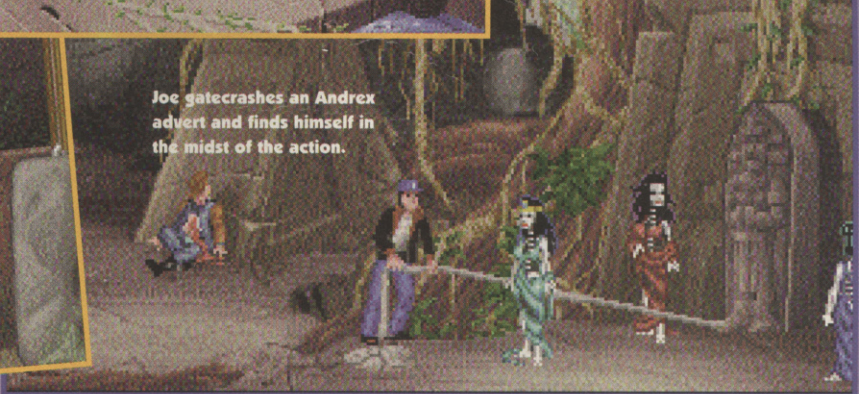
NEXT MONTH: The final, slightly disappointing conclusion of this otherwise top-hole game.

● ***CAM WINSTANLEY***

Here is a bridge. Under the bridge are troubled waters...

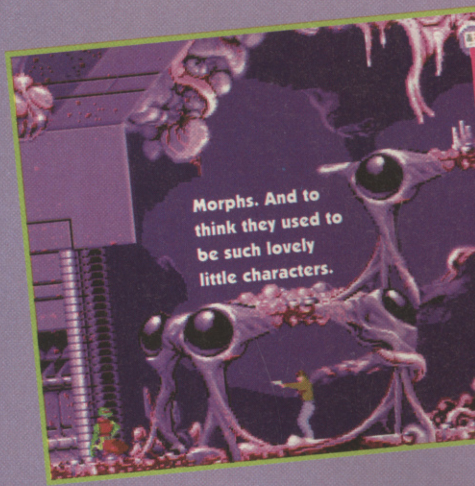


The pulley system has fallen into disrepair and Joe curses himself for forgetting his toolbox.

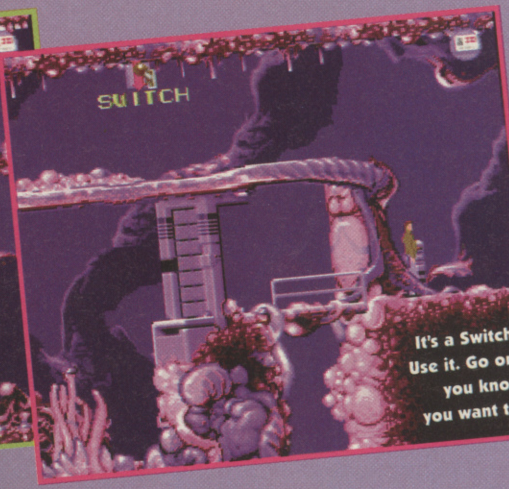


Joe gatecrashes an Andrex advert and finds himself in the midst of the action.

According to Martin's book of proverbs, wisdom is to be envied more than riches. If that's true, then Paul Mellerick is a very envied man... or is that envious?



Morphs. And to think they used to be such lovely little characters.



It's a Switch. Use it. Go on, you know you want to.

FLASHB

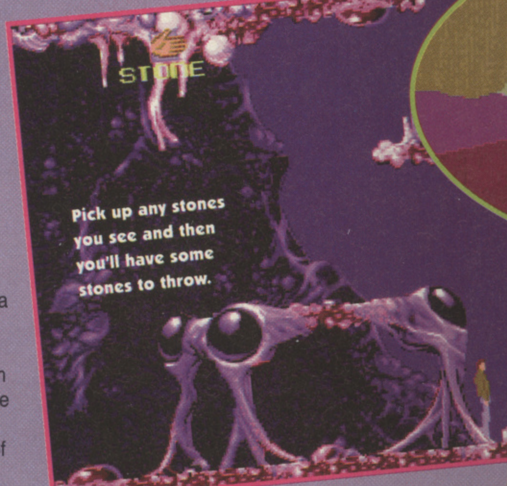
LEVEL 6: PLANET OF THE MORPHS PASSWORD: TREE

Last month saw you running, rolling and shooting an almost inexhaustible amount of ammo at various enemies and, hey, this final month sees you starting in a fairly similar style. You're now on the planet of the nasty, and rather hard to kill, Morphs. So to start, head off to the right, and up to the top platform, then right again. Use the switch (by the way, there's a useful generator two screens to the right), go back left, and down to the bottom, then right and down on the lift. Head off through the bottom of the screen, and get the stone from the bottom right of the screen.

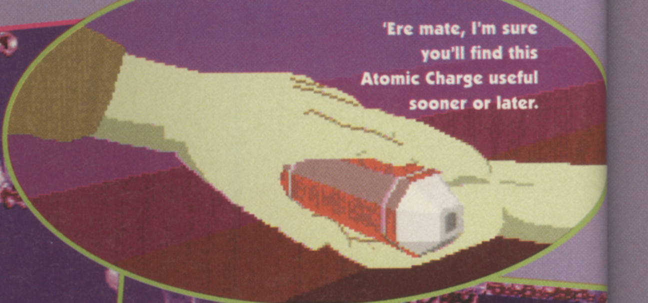
Go left, roll under to the bottom left of the screen and throw the stone to the left. Go back up to the middle platform and walk left. Climb up to the switch, activate it and this will open a gap in the middle platform. Climb down to the bottom, and shoot the door at the bottom left. Activate the switch, and a morph will appear. He'll shoot the man on the middle platform, before coming down to get you. Kill him and climb back up to the middle platform. Walk left, getting the atomic charge from the man (but he's dead, surely?) and roll off to the left.

Get the diary from the middle of the screen, kill the morph and take the lift down. Lower yourself down again, activate the switch and then go down yet again. Now go right twice and take a running jump onto the central platform.

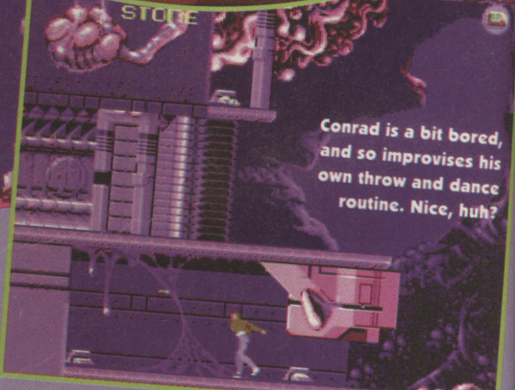
Take the lift down and shoot the morph. Drop down and shoot the mutant Lassie from hell. Walk left, and climb to the top left platform, then walk left again. Roll to the left, kill the morph and walk right. Pick up the key and walk under the green thing to the right. This will teleport you up a platform. Walk back to the right and then go up and up on the lift. Go right twice, open the door and you're on the next level.



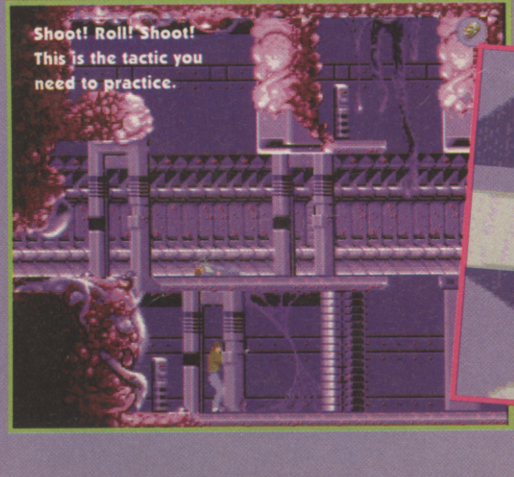
Pick up any stones you see and then you'll have some stones to throw.



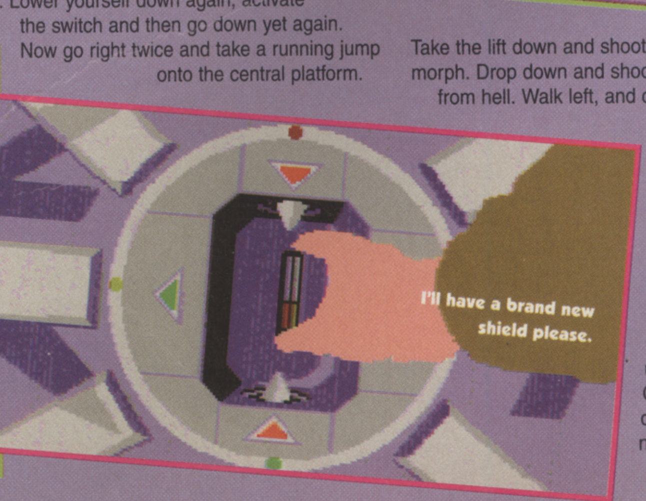
'Ere mate, I'm sure you'll find this Atomic Charge useful sooner or later.



Conrad is a bit bored, and so improvises his own throw and dance routine. Nice, huh?



Shoot! Roll! Shoot! This is the tactic you need to practice.

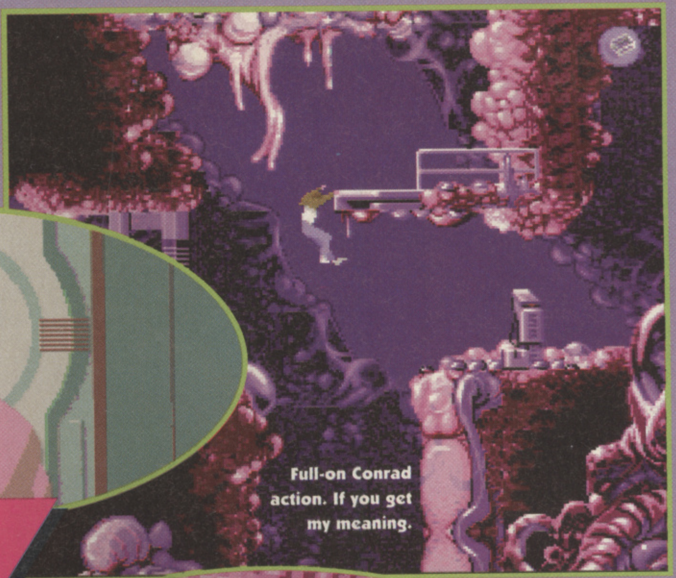


I'll have a brand new shield please.

witch.
Go on,
know
ant to.

Going down? Going Up? Only I know for sure.

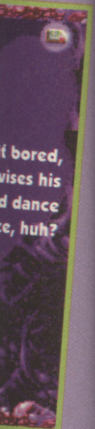
Bloody Police state. I don't know what the world's coming to...


Full-on Conrad action. If you get my meaning.

BACK

A close-up on what's going on.

Saving please wait ...
Saving is always a very good idea.


t bored,
vises his
d dance
e, huh?

LEVEL 7: PLANET OF THE MORPHS PASSWORD: BOLD

And so, in the ongoing saga of Conrad and the Planet of Morphs, take a running jump up to the top central lift, and go up. Kill the baddie and go up. Climb to the top of the column, and take one step forward, then activate your force field to blow up the mine. Lower yourself down and drop the teleport receiver. Climb to the middle right platform, and go right. Take the lift up to the top and activate the switch. This will send the lift back down and the gun will stop firing. Head left and lower yourself down to activate the switch, then quickly teleport to avoid the morph.

Pick up the receiver and walk right. Kill the morph and pick up the key that he drops. Use the key and take the lift up, then climb up again. It's a good idea to save here, then walk right. Leap over the disintegrators as they turn off, then go down on the lift. Put the key in the lock, and then walk to the bottom of the screen and bring the lift up. This will blow up the mines. Now throw the teleport receiver to the right, down the hole. Teleport, kill the morph, and then shoot the rotating sphere. Well done, you've killed the back-up brain. Now for the real thing. Pick up the receiver and walk to the far left. Turn to the right and throw the teleport receiver down the hole. Teleport (don't pick up the receiver this time), and then go left through SIX screens and then take the lift down.

Head right and shoot the brain thing in the middle of the room, alternating from right to left, until the morphs stop appearing. Walk right, activate the switch and take the lift up. Go right and kill the morph, getting the key that he drops. Open the door and take the lift down. Go right for two screens, and take a running jump over the disintegrators. Walk to the end of the platform and drop the atomic charge.

Now teleport. Walk left, and take the lift (behind the column) up. And after all that running about you can now sit down and watch the end sequence. And I can finally stop writing these tips. Phew! Footy manny tips next month, thank heavens.

● ***PAUL MELLERICK***

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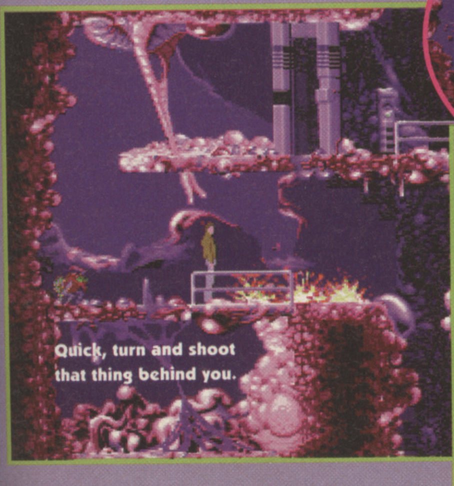
Quick, turn and shoot that thing behind you.

Fire. Duck. Fire. Duck. Fire. Duck. Fire. Quack!

Look. It's a pink and purple brain!

Drop. Teleport. And then get the hell outta there.
ATOMIC CHARGE

FOILED?

Then you need...

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with Rich Pelley

Dandruff? Spots? Veruccas? BO? Athlete's foot? Unsightly nasal hair? Don't worry Rich – we still love you.

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LOTUS ESPRIT TURBO CHALLENGE

Q "I don't suppose you could give me a cheat for this old classic, could you?"
John Humphreys, Nottingham

A Just for you, John, I suppose I can. Select a two-player game then, naming player one 'IN A BIG COUNTRY' (it seems someone was a fan of the band) and player two 'FIELDS OF FIRE', I can guarantee you'll always qualify. Also, try using 'MONSTER' and 'SEVENTEEN' instead for a hidden subgame.

LOOSE ENDS

I HATE TO SOUND GROVELY, BUT PLEASE, PLEASE, PLEASE, PLEASE, PLEASE CAN YOU HELP OUT ANY OF THESE READERS IN DISTRESS? I KNOW IF I COULD, I WOULD.

Q "PUSHOVER level 100. Does anyone out there know how to complete it? If so, would they be able to give be some sort of set-by-step description? And would they be able to write said solution down in manuscript form? And send it in to The Last Resort via the Royal Mail, for Rich to print?"
Richard Kearney, Wirral

Q "Does anybody know how to get past the radiation in the tombs in PERIHELION? I have gone into the mines and blown a hole behind the fire door, but each time I pass into the mines, everybody melts. I'm pretty sure that you do have to enter the mines to rescue Algol."
Anthony Roderick, Swansea

Q "I am stuck on level two of TRAPS AND TREASURES. I need to rescue one more crew member to advance to the next level. The door to the room where he is trapped has three buttons on the wall and a scroll that reads 'Excerpt of Redbeard's poetic thoughts about power: after quarrelling for three days, two twins decided, single mindedly, on March 3rd, how they would double their fortune...'"
Ed Lazdins, Australia

Q "Can you please help me. I am having some trouble with FRONTIER: ELITE 2. I have agreed to undertake a mission to photograph a special forces base in the Lalande 25372 system (0,0) by midnight on June 13th 3208. The payment is 13 000.

"But when I get to the system and fly close or land on the planet, I can't find anything to actually photograph. I do have the camera and know how to use it (so I'm not being entirely stupid), but when I take the photos and return to the Imperial System where I first saw the mission on the Bulletin Board, I always find that I haven't taken any photos, even when I thought that I had.

"Anybody know what I am on about?"
Mr Deejay Navelwort Whyte, Dorset

Q "Yes, I know you printed a complete solution to BLOODNET in issue 49, but when it comes to getting the electronic lockpicks, your help is about as much use as a trying to relieve indigestion by skewing yourself through the stomach with a javelin. How, exactly, do you get them?"
Anthony Roderick (again), Swansea

Q "On level six of JURASSIC PARK (on the A600) I have got to the T Rex and to the pit. I have lit it but I can't cross it."
Luke Sykes, Hull

Q "I've been playing ISHAR 2 for two months or more, and I'm stuck on Zack's Island. The problem is that I can't get into the Town Hall. I have two keys, but I don't know where to use them to get the idol so I can return it to the temple and get the pendant. I have tried the Magic Key spell, but to no avail. Even when I started again from the beginning, I still ran into the same problem and have now reached the end of my tether."
Labib Abu Ghazeleh, Saudi Arabia

CASES CLOSED

THANK YOU, THANK YOU, THANK YOU, THANKS YOU, OH THANK YOU. NOT GOING OVERBOARD OR ANYTHING.

DREAMWEB

Q Kevin Evans and George the Puppy of Derby had found a junction box next to the laser defences on the beach, but willing to give anyone a can of Pedigree Chum to be told how to open the blighter.

A "Well, first you have to pick up the railing by the steps on the beach front. Then get a mug or glass and fill it from the pipe. Use the railing to open the junction box, and then use the full glass on it. She's a gonna."
Big Dale Bird, Cannock

DARKMERE

Q Paul Crossley of Sheffield couldn't find the three stolen potions that he needed to claim the herb from the Alchemist in order to get off the first level.

A "To get your hands on the potions, you'll first need to find the three hooded men. One is on North Street, another on Fennel Street, and third on South Wall Street, or somewhere nearby. Kill each man, and search his corpse for one of the potions. Violent, maybe, but it'll get you results.

"Incidentally, does anybody know how to get past the stone circle on level two, the forest? I have a small key, a strength potion, and two dead rabbits."
Jonathan Thomas, Mid Glamorgan

POLICE QUEST

Q Remember issue 53? Andrew Morrice of Northumberland couldn't get Sweet Cheeks Maria out of jail, or find the bleach to dye her hair.

A "Ask Maria if she wants to join you on the undercover mission – this ought to get her out of the pen. And don't worry about the bleach – it'll be given to you in due course."
Michael Campbell

Q And remember Kilt Withers of Norway? Every time he went into the hotel on the undercover mission, he was told to 'ditch the broad'. But how?

A "Do so by phoning up the taxi company (except I can't remember their number, sorry) and arranging for them to pick up Marie."
Michael Campbell

THEME PARK

Q Peter Have had got all the rides up to flight sim, and was wondering how to get any more rides.

A "You can't."
Michael Campbell

WAX WORKS

Q And finally, obviously in some sinister form of conspiracy with other AP readers to make me have to spend hours typing out the answer, Aerial Walter wanted to know how to complete the Jack The Ripper part.

A "At the murder site, grab the purse from the dead girl and leg it south parallel to the street dotted with shops. Along the length of this street you'll find three open doors; two with barrels, and one with a ladder. Get the rope and animal guts from the two barrels (there's another barrel in the street, but ignore that for the moment), head south to the docks, take the unlocked door, get the loose plank from the jetty, and go back and climb up the ladder. Place the rope on the chimney and drop the plank to close the gap between the two buildings. Shimmy down the rope, enter the tailor's shop, grab a pencil from the counter and some clothes (and wear them). Head back to the roof, across the plank and clamber through the window into the lawyer's office. Grab the letter with the key and the map from the filing tray.

"Go downstairs into the locksmith's. Grab the skeleton and security key, look at the diary from inside the purse and use the pencil to reveal the rest of the entry. Climb back down the ladder. Go east to the four way stop, north, east through the doorway, open the locked door, grab the sleeping pills and use them to lace the animal guts.

"Get back to the barrel in the middle of the street and climb on top. Drop the animal guts to the dog, unlatch the bolt and enter the doorway. Grab the police whistle and gentleman's sword cane. Move the hanging clothing aside, open the safe with the security key, nab the gold pocketwatch and leave, smart.

"Head to the Black Bull tavern and get the landlord to tell you about the pimp and the map. Locate and talk to the pimp, who will ask for two pounds in return for an address book. Since you can't afford this, talk to the pickpocket and give him the gold pocketwatch to get the address book for you.

"Examine the address book and, using the map, find your way to Molly's house. Grab the letter from the dead girl, return to the ship tavern, south of the river. Tell the landlord that you are looking for entertainment, mention Molly Parkin, and inform him that you've got something he needs to see. Accept his mission and leave, with a brand new crowbar.

"You'll notice a group of thugs at the two streets exiting out of the area and another copper at the final exit. Face the western thugs, but don't step into the alleyway. Facing due west, blow the whistle and run to the dead end. Wait until you see the message about feet shuffling and the thugs will be gone. Go to the docks along the south-eastern edge of London.

"Enter the middle padlocked door (use the key from the lawyer's office), find the crate and grab the tea. Head back to the ship tavern, talk to the landlord and get the key for the final padlocked door, next to the tea warehouse. Tell Molly that you want to kill Jack and step onto the jetty for the final encounter. He'll require a lot of swings, and he blocks exceptionally well. Try clicking your attack along the left side of the screen, then when you manage to hit him, he'll take a step backwards. Attack again and you should automatically step forward to meet him. Keep it up and Jack will soon get a taste of his own medicine."
golly@dircon.co.uk

AKIRA

Q "Could you please give me the passwords for Akira."
Kevin Telford, Cheshire

A Okay.
Level two – LETS RIDE
Level three – CAPTURED
Level four – TEDDYBEAR
Level five – CASTLES
Level six – IT STINKS
Level seven – FLYINGBIKE
Level eight – ESCAPE
Level nine – BIBBLOB

WOLFCHILD

Q "And are there any cheats for Wolfchild?"
Kevin Telford, Cheshire

A Yes. If you type THE PERFECT KISS on the options screen, you will surely be blessed with something great.

INDIANA JONES AND THE FATE OF ATLANTIS

Q "I've managed to get to the temple but I can't get any further. I have spoken to all the people I was told to by the doctor but I can't get him to tell me anything about the Lost Dialogue."
David MacDonald, Ross-shire

A Heimdall tells you to go and talk to Sternhart and Costa, right? You say that you have visited both chaps, but it looks like you must have missed something on the way. What you want to do is, once you have got to Sternhart and gained access to his temple by telling him who wrote the lost dialogue (ask the parrot) is nick the spiral design from inside the temple. Do this by getting Sophia to distract him whilst you swipe the kerosene lamp from the trinket stand outside, then using the grease to remove the darkest spiral design. Use the spiral with the elephant head and collect the Worldstone and orichalcum bead from the tomb. Now, if you use the orichalcum bead in the eel head back at the Old Dig Site you will get the eel. If you give this to Costa then he will tell you about a specific collection of artefacts. It is then up to you to locate this collection of artefacts (they're somewhere in the college, but it changes) and the dialogue will be yours.

So, for nearly the final time, its time to purchase a couple of sheets of nice wrapping paper, some Sellotape, and a nice red bow as we wrap up the Last Resort for yet another month. Not forgetting to sign the gift tag in our best handwriting:

"Dear everyone. Please write to:

The Last Resort,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW
Love from Rich."

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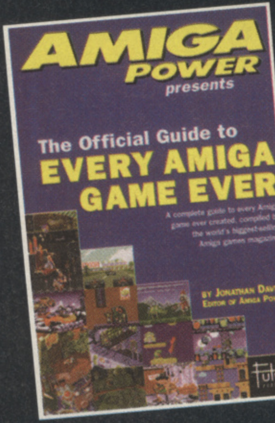
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"THANKS TO FISCAL RENUMERATION OBTAINED BY WRITING THIS BOOK," roars AP tipster Rich Pelley, "I'VE BEEN ABLE TO REPAY MY FRIEND'S MUM AFTER ALLOWING HER CAR TO BE COVERED BY THE SEA." A more obvious result is that the world now has perhaps the most comprehensive Amiga games manual ever seen, with complete solutions rubbing shoulders with devious tips and scurrilous cheats. "Aaarghh, I'm deaf," adds the Third Cyclist.

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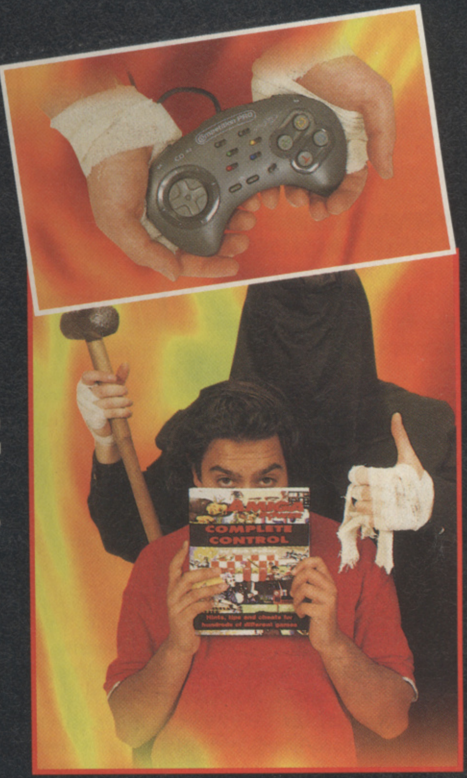

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"HUNDREDS OF LETTERS COMPLAINING"

Hi Mr AP,
I feel sorry for you. The reason for this is that over the next few months, you are likely to have to open hundreds of letters complaining about the new compact size of AP. However, as a true fan, I will buy AP even if I need a microscope to read it.
Love, luck and lollipops,
Luke Kennard, Somerset

That's good. We think.

"TROUSERS EXCEPT SUE"

Dear AP,
Just a speedy missive to point out that your 'notoriously poor memories' are not at fault for your forgetting another 3D-overhead-perspective-ish racing game, namely *Indy Heat* (AP11, 63%) due to the fact that none of you were, in fact, in employment with AMIGA POWER then. Indeed, you were probably all still in short trousers. Except Sue, obviously.
Adam Keyte
19@brownie.demon.co.uk

He's right you know, and he was the first to tell us. A copy of F1 is winging its way to him right now.

"EVERYONE ELSE ON THE BUS"

Dear AP,
In response to the Speed question in the Caramba section of AP53, it was Alan Ruck who played Ferris Bueller's long-suffering friend Cameron. He was the out-of-town man who annoyed everyone else on the bus, especially the lovely Sandra Bullock. He was also the captain of the Enterprise-B in Star Trek 7. Do I get the bonus points?
Matt Willis, Stockton-on-Tees

Bonus points? For mentioning Star Trek? Not before they wrest control of the mag from our cold, dead fingers.

"SCENARIO, LIKE THAT CRAP HALLOWEEN"

Hi Folks,
Well well, quite an interesting read this month. So Stuart's back is he? Hmm. But you can't just carry on as if nothing has happened, we want to know all the stuff about Sensible, and why he's back. We need to know now. Forget about who shot Mr Burns, we want to know about CAMPBELLGATE, so give us an eight-page special on whether he jumped or was pushed.

And that's excellent news about those Virtual Reality headset things. Imagine if it had taken ten years before the flashbacks started, half the world's youth would've gone ga-ga. What a brilliant scenario, like that crap Halloween film. You know, the one about the masks that kill the kids.
Excellent.
Sincerely,
Hump, Bromley

"OLD FILM AN AMUSINGLY EMBARRASSED"

Dear AP People,
I saw something humorous on television today. On ITV there was a 'The End' notice, obviously from an old film. An amusingly embarrassed announcer said, "We apologise for the poor quality of this film." No, really.

What strikes me though (apart from ITV's newfound honesty policy) is the fact that if these programmes are so astoundingly terrible, why don't they save money and just leave the test card on during most of the day, say between 9.30 and noon? I mean, it would encourage lazy people to be more active, as they couldn't passively stare at the blatantly barrel-scraped rubbish being transmitted during that time.

Also, why don't some software houses do the same and stop releasing sloppy software that they know won't sell? It makes a lot of sense.
Andrew Crane, Bournemouth

But software houses release sloppy software simply because they know people WILL buy their games. That's the point of us, we stop this madness happening. And although ITV don't have a test card, you're very accurate in your description of This Morning.

"CRAP AT REVIEWING GAMES"

Dear AP,

Upon no-one standing up for Team 17, I thought I'd put their point across to the general readership who have currently only read your side of things.

Why have Team 17 stop sending games to you to review/preview? The answer is simple, they are NOT sending you games not because you marked them crap. No. They are not sending you games not because you/they think you have a vendetta against them.

They are not sending you games because they feel you cannot review games correctly and maturely. Basically, they are saying you're crap at

COLOURED PENS winner

"ANARCHY SOON HE PLANNED"

Dear AP,
I feel it is my duty to the nation to expose a shocking conspiracy against the world at large; even now I fear it may be too late to SAVE US ALL. Long-standing readers of AP will remember Stuart N Hardy of Sheffield, who dogged AP with terrible letters for months. I suspect he was ATTEMPTING TO IMPLANT SUBLIMINAL messages into our minds to bring about anarchy.

Soon he planned to move onto other forms of media, but was foiled at the first hurdle when his 'letters' were no longer printed. However, I have spotted his name on page 458 of Channel 4's teletext. This may signal another attempt to cause an uprising. BE ON YOUR GUARD.
Anonymous

We were aware of N's foray into VirtualCommunication as the regularly-abused idiot contributor to the Digitiser weekend question (regrettably, without the coloured words he so loved in print), but HAD NO IDEA he had strayed into other areas of teletext. Aaarghh.

DO THE write thing

reviewing games.
Stuart 'Casper' Tomlinson
casper@tomonet.demon.co.uk

That's one theory. Although you're totally not right about them not thinking that we have a vendetta against them. Oh no, double negative black hole. Aaargh…

"INSTILLING A SMALL AMOUNT"

Dear AP,
I thought it was about time to put finger to keyboard in order to add my views to the Team 17 situation. While reading the various opinions in AP53, it suddenly occured to me that Team 17 have already got everything worked out. They are aware that every Amiga owner who knows anything about anything relies solely on your reviews for information about how good (or bad) a game is. Therefore, by refusing to send you copies of games before they're released, they can then claim that any review marks you give them are inflicted purely out of malice. They are trying to alienate you from your readers by instilling a small amount of doubt about your integrity in our minds.

However, since I have revealed their foul and devious plot, this will never occur.
Yours sincerely,
James Gurney, Chichester

Rich Pelley was at a tedious trade show the other week, where Team 17 were demonstrating Alien Breed 3D. *Rich went up and had a go of the game, and found Team 17 courteous and helpful. He then mentioned that he was from AMIGA POWER and they stopped talking to him.*

"CANNIBALS OR VAMPIRES"

Dear AP,
Have you ever really thought about Ribena berries? Since they drink blackcurrant juice, does that make them cannibals? Or vampires? Please help. I DEMAND TO KNOW.
JD – but not Jonathan Davies. Honest Guvnor.
pulse@lentil.demon.co.uk

They are indeed cannibals. But JUSTICE IS SERVED as, obviously, they'll be crushed in a big machine and made into… blackcurrant juice.

"DO NOT ENTITLE THIS LETTER"

Hello APpy people!
This is my first e-mail letter to AMIGA POWER, sent via a Pentium PC. Ugh! It seems I have to mention computer games first. So I'll go on: Why do you always give EVERY SINGLE 'strip' game a low mark? Is this some sort of feminist conspiracy? I demand to know.

And why is Bob a female hamster and Isabelle Rees isn't? It should be the other way around. And do not entitle this letter "Abandon sanity, all ye who enter." Llars Erik Johnsrod was absolutely right about girls.
Joona Palaste
vihelin@freenet.hut.fi

Show us a fun and playable strip game, and we'll show you a review with a good mark. BUT THIS WILL NEVER HAPPEN. The other day, for example, we saw an ad for a new PC strip game hawking it as an Op Wolf clone. It was called Shoot 'em Off. Oh dear.

"ALONE AT MILE END STADIUM"

Dear Employees of Future Publishing,
A few issues back, you started the Heaven and Hell feature. This I like, and would like to consign a few of my personal hates to Hell. What I really hate is people who decide to get married on 17th June. Why? Because I asked my 'friend' Selina to come to a Blur concert with me on 18th June. I then checked my programme to find the concert was in fact on the 17th June when, coincidentally, she had to attend a wedding meaning that, in turn, I had to go it alone at Mile End Stadium, braving twelve-year-old girls by myself. I therefore feel stupid for confusing two quite dissimilar dates, which caused minor confusion for, ohh, about ten seconds before I realised I WAS NOT WANTED.

I was turned down for a wedding. And the Boo Radleys were there too. Not at the wedding, I meant the concert.
James Mitchell

Blur? The Boo Radleys? IT SERVES YOU RIGHT.

"DON'T FORGET WINDOWS '95"

Dear AP,
It is apparently obvious that Escom seem intent on making as big a balls-up of selling the Amiga as the old Commodore management did. I mean, so far the only thing they have told us is that a red square gives the Amiga logo some sort of dynamic energy.

Anyway, why is this you are probably not wondering. I have a theory they have no interest in making a success of the Amiga. The reasons are very simple and of course financial. I seem to recall Escom paid 10 million dollars (around 7 million pounds) for Commodore. There are over 1 million ultra-loyal Amiga users in Britain alone. To recoup the expenditure on Commodore all they need to do is convince a small percentage of that number to buy a PC from them. I expect in about 12 months' time Amiga Technologies to be closed down because it is uneconomic due to poor sales or something. Then the time will be ripe for an Escom campaign along the lines of, "Just like you we loved the Amiga. We really tried to save it but it ➤

JOYSTICK winner

"OUR BODIES OBVIOUSLY TO IZZY REES"

Hi,
It's a thankfully rare occurrence that my studies lead to anything of any relevance to the deep and cheery world of Amigadom, but on this fateful hour I have a morsel to cast before the gaping, razor-clad jaws of the AP infoShark. ***(Steph to her friends. – Complicated YS Reference Ed.)***

Thalides are a family of chemicals which are a major constituent of modern plastics. They also possess the more sinister function of mimicking the female sex hormone oestrogen, which is responsible for the development of a feminine physiology. Recently, the white coat and goggles-clad scientific community have discovered that thalides can leak from food packaging into the carbohydrate-laden Bounty. ***(Allegedly. – The AP Lawyers.)*** **This could be directly responsible for our brave countrymen's sperm count falling at a speed only matched by Clapton Jnr's untimely descent. But I digress.**

Let's perform a minor concept transplant operation and toy with the consequences of spending too much time in contact with thalide-laden plastics. Let's consider joysticks.

We spend hour after sweaty hour with our clammy hands clutched round these femininity-inducing implements, the waters of our labours slowly leeching away these chemicals of peril into our bodies.

Obviously, to Izzy Rees, this will only hasten her blooming into another sun-kissed, busty English Rose, but what about the rest of us? Have we found an explanation for the curious asexuality of computer spods? Is any research being performed into this problem?

We must do something, for even though most of the AP court's testosterone count soars higher than the general population's, this unrelenting barrage of thalide-clad infiltrators is dragging down our virility. What good is it to bestride the Earth like bronzed collossi if we fail to pass on this divinity to the next generation? And what if Llars Erik Johnsrodd (Team 4 ½'s fave misogynist) suddenly grows breasts? My blood runs like lightly chilled popsicles at the very thought.

Here at Team 4 ½ we say fight back! We must protect ourselves, for our uncaring government will not do so – and do not exclude the possibility that it is THEY who wish to emasculate the youth of today so they cause less problems.

We'd suggest donning a pair of thick woollen gloves before attempting frantic platform-based action – but would the coarse fibres merely hold the venomous sweat next to our frail skin for longer? Perhaps the only answer is to return to joysticks made of sturdy oak, as surely our forefathers used? I am at a complete loss, my friends, and would be grateful for your advice.

When I mentioned this disturbing theory to top Team 4 ½ hombré Hair, he blinked twice, looked shocked, then ran off to sell his Amiga. I have not seen him since. Go figure.
Yours,
C-Monster, Stafford

We fear.

QUITE FRANKLY, CRAP

About once a year, we tend to get a little distressed by the ratio of stupid letters to good ones that we receive. Usually, we print a 'How to write letters to AMIGA POWER' section telling you what you should and shouldn't do. This time, we've decided to show you what we have to contend with every month as we try to compile an entertaining selection of readers' missives. Study this selection of extracts from letters we'd normally throw away and, without being swayed by comments from us, work out for yourself why we believe them all to be, quite frankly, crap.

"Help!" I shouted when I could not get the *Sinister Theme Park* cheat from the Scum feature to work. In the manual, I can't find anything about being able to arrange to blow things up. Can you help me, or even better send me a saved game just before you press 'y'.
Yours distressedley,
Roger Williams, Penycae

Dear AMIGA POWER
I, too, love Isabelle Rees. Forgive me.
'Robert Lad,' New Zealand

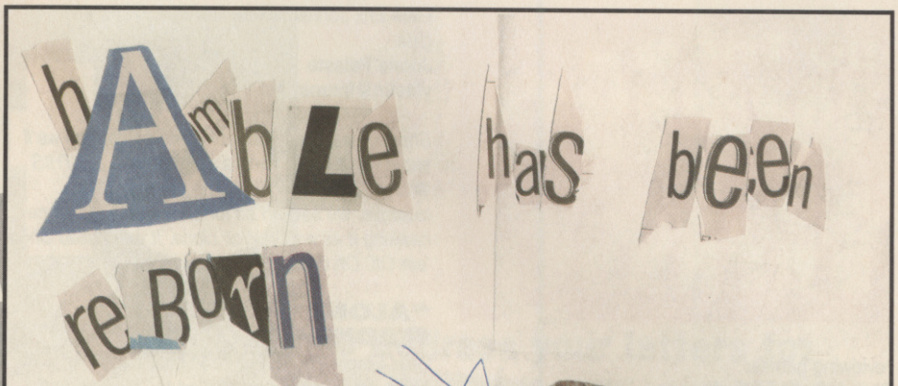
I will use this letter as a medium for Crunchbucket – the microscopic talking watermelon (fabled for his tap-dancing and cannibalistic tendencies) who inhabits the miniature fruit tree that grows on my face, just above my left eyebrow – to say to you:

"Hello children. I am hungry, yes very hungry and I would be grateful if you could satisfy my whims by beating me senseless with a ten-inch cheese-balancing pole. If that is not possible, then perhaps you could melt me down with a pint of fresh double cream and a piece of limp, brown lettuce..."
Daniel Escott, Leighton Buzzard

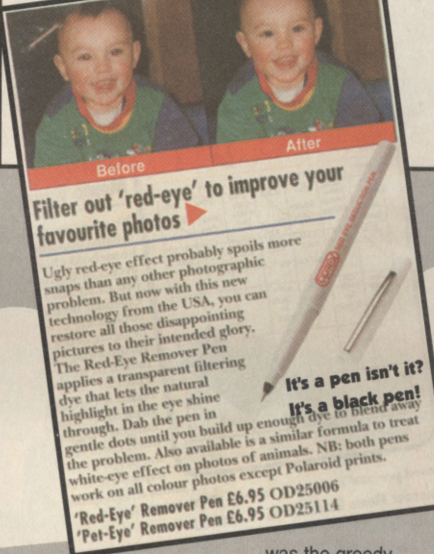
...the HEROINe was running SPEEDily towards her local shop to buy a can of COKE. Unfortunately, she tripped on the GRASS and CRACKed her head on a STONE. During her fall she was overcome with ECSTASY...
Matthew Darwin, Clayton-le-Moors

...and remember kiddie-winkles, brussel sprouts are for Christmas and New Years Day, but otherwise should be treated with extreme caution as they are highly volatile in the wrong hands. Well, anybody at all, last Christmas my Granny set fire to the sofa because she had one too many...
The Spotted Dick

1. Why don't companies do what Team 17 did and release games with simple AGA enchancements?
2. After the dudey *Space Hulk,* are EA ever going to do a Warhammer 40k game?
3. Whaaat!! No!! I'm not having it! 21% for *Universe* and 88% for *Lure of the Temptress?* More a case of the OTHER WAY AROUND! Explain your unfair marking NOW!
Malleable Price, Darlington



Indeed. Fortunately she can be exorcised. Take one 'Red Eye' Remover pen...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It's a pen isn't it? It's a black pen!

was the greedy software publishers' fault. We deserve all the loyalty Commodore got from you – I mean after all you need to buy a PC anyway. Why not buy one of ours. They are only mumble mumble pounds. You'll be needing a sound card of course. That's only mumble mumble pounds. Don't forget Windows '95. A bargain at mumble mumble pounds. You'll be needing some more memory to run it of course. Have another 8 meg for only…"

Okay, I don't wish to labour the point but I hope you get it. (My point that is.) Even a fool could see how it could be in Escom's interest to wipe the Amiga out. And I'd say that only a fool would believe Escom are putting any real effort into saving the Amiga. Take care and keep up the high standards.
Yours in the cause of truth,
Malcolm MacNaughton
mmc@cs.stir.ac.uk

Loath though we are to admit it, our recent brushes with Amiga Technologies UK plus their dismally poor choice of games for the new bundles do seem to suggest that the past could well be repeating itself. Which, of course, is a great shame for us all.

"SPECTACULARLY THE BURNING RESENTMENT"

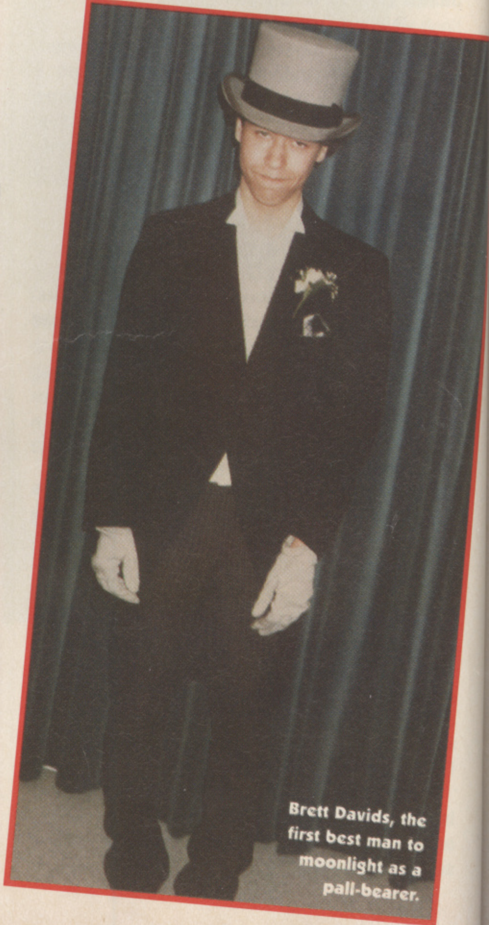
Dear AP,
"The scandal that rocked the nation?" No it didn't. It just traumatised a lot of teenage girls who faint dead away at the mere mention of the words 'Take' and 'That.'

Everyone seems to think that Robbie's departure from the group is because of some contractual disagreement, but the real reason is far more disturbing. A few years ago, during the second series of Gamesmaster, the popular beat combo made an appearance to play a five-player game of *Dynablaster.* Robbie won spectacularly. The burning resentment that the others felt never died, and eventually they grew so jealous of his Golden Joystick that they banished him from their presence, never to return. Computer games may not be detrimental to your health, but they certainly are to your celebrity status.
Matthew Smith, Somerset

"CLOCK CELINE DION"

Dear AMIGA POWER,

I'd just like to make a point. Ten years ago, on Top Of The Pops most bands would be announced as 'singing' their new hit. Nowadays, the viewer is told that the next 'act' is 'performing' their latest song. Now, substitute 'Top Of The Pops' with



Brett Davids, the first best man to moonlight as a pall-bearer.

DO THE write thing

'AMIGA POWER', 'bands' with 'games', 'singing' with 'playability', 'act' with 'product' *(Hnngh. – Ed)*, and 'performing' with 'interactivity.' Think about it, it's a metaphor (I think).

In AMIGA POWER, games used to be touted as being playable. Look in the current issue of AP however. Look at the adverts or the previews, and you'll find that the softies call their 'products' *(Hnnnnngh. – Ed)* 'interactive' and not playable at all. Next Thursday, watch Top Of The Pops and see how crap the acts are. Whigfield? Clock? CELINE DION? Oh, ("Fob") off.
James Mitchell, Potters Bar

And they're probably terrible at Dynablaster, *or something.*

"FINISHED YET WHAT THE LAWDY LAWKS"

Dear AMIGA POWER,
I just had to write to a magazine with some sense, as all *("Michael Jackson" – Ed)* readers must be as thick as the proverbial. I've just seen their review of *Speris Legacy* and they haven't even reviewed the full game. I know this because I phoned just about every shop asking when it was coming out, and then Team 17, who said it wasn't even finished yet! What the lawdy lawks are *("Michael Jackson" – Ed)* doing? Even the screenshots look like they're hashes of old demos and other older *Speris* stuff, 'cos if you look at the latest demos, the graphics seem completely different. I guess we will have to wait for the definitive AMIGA POWER review. *("Michael Jackson" – Ed)* + unfinished game = Exclusive! Bah.
Regards,
Jumpy Starfish, Chester

Like anyone should be even remotely surprised by this sort of shabby behaviour.

"PAH!"

Dear AP,
I just bought AP50 and read that *Guardian* – The Game of Champions – is being re-released with an easier level of difficulty. Pah! I've reached the saucer on World Six with a score of 299,100. Too hard! Pah!
Yours all-conqueringly,
Aaron Jenkins, Walsall

Here at AP we disapprove strongly of this kind of bragging. And besides, Jonathan and Paul are both better than you. (And I'm best out of us. – Jonathan.)

"BIG MACS NOW SURE"

Hello Amiga Power.
Amigas are now in the shops for £400 not £200 or a more reasonable £300 but £400. Isn't that a bit expensive? That's the price of about 13 top class games. Not that there are many top class games at the moment. Or 27 budget titles or even 240 Big Macs! Now sure, Escom are a good load of people for saving the Amiga, but £400 is just to much, and people are not going to had over that amount of cash. The reason Amiga's where such a success in the first place was because it played good games for a decent price, but now with PC's coming down to a reasonable price, and the new 'next generation consoles' coming into the market, the Amiga is turning into a C64!
A seriously hacked off Amiga User.
Alex
AceAlex@ctec.rmplc.co.uk

"LETTER WHICH TOUCHES ON EVERYTHING"

Dear AP,
I would like to congratulate you on your great article about *Doom* – but not on the computer. This fine piece of prose has given me an idea. Why don't you try this with other games?

What are Team 17 playing at? If they released good games, they would get good marks! The almighty AMIGA POWER DO NOT SUBMIT to idle threats. Team 17 should take notice of the bad marks, like Vulcan did.

Where has Isabelle Rees disappeared to? Come to think of it, the Four Cyclists of the Apocalypse have disappeared as well!
Yours, apologising about my silly surname,
Matthew Eastaugh, Norwich

Three questions in as many paragraphs. Sort it out.

AND ANOTHER THING...

Do you know where I can get tickets for the Andrex European Challenge?
Yours, in anticipation,
Claudia Schiffer, Wolverhampton

The thing is, of course, the next time you award a mildly amusing but imperfect game a score of 73%, everybody's going to think that you've copped out and given in to the software houses. Oh dear.
Matthew Smith, Street

Nitwit.

This offer does not apply if, as I suspect, Future journos are writing Digitiser.
Strawberry Jelly, Walsall

Naaah. Naaaah, God bless ya. Naaaaaaaaah.

Remember me? I'm the one with the 'twist and shout' wife.
Chris 'Air Taxi Champion of the Whole House' Blake, Co Antrim

Twist and Shout Wife™! From the people who brought you Kennedy-on-a-Stick™!

You are right about the informationhypermotorway. As usual.
Andrew Crane
cyberway6@bournemouth-net.co.uk

We want to change our 'site'. You want us to change our 'site'. SINISTER AUTHORITY FIGURES will not let us change our 'site'. Go fig.

Tree-hugging is a very rewarding experience. It gives you a pleasant warm glow.
Julia, Enfield

But gives the trees Atkinson's Marsh Root dystopia.

Switzerland is a very nice country.
Andy Lawrence, Switzerland

It's good to see bias is alive and well.

AMIGA POWER

The letter which accompanied this photo has been lost by someone who shall remain nameless. If the rabbit is yours, Cam apologises profusely.

AND THAT ADDRESS,

don't forget, is:

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THE BOTTOM LINE

The AMIGA POWER stereo causes heated debate in the office. Paul loves Radiohead, Martin likes Oasis while Sue prefers Blur. Cam enjoys ABBA and Jonathan doesn't. Thankfully we all agree on the games...

THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

★★★★★ Top of the Pops ★★★★★ The Chart Show
★★★★ The Beat ★★★ bpm
★★ Passengers ★ Hit Man and Her

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price
Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about every game we've laboured over, considered carefully and marked accordingly in the last year.

WHO'S WHO CW – Cam Winstanley ● JD – Jonathan Davies ● JN– Jonathan Nash ● RP – Rich Pelley ● SC – Stuart Campbell ● JA – James Attwood ● PM – Paul Mellerick ● SF – Steve Faragher ● SM – Steve McGill ● RD – Richard Doidge ● CM – C-Monster

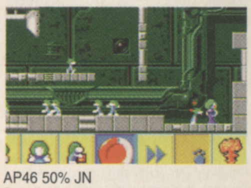
AKIRA
Ice £30 (£35 CD32)

AP48 16% JD
Petrifying multi-stage film licence from the people behind *Total Carnage* which, despite repeated assurances that lessons had been learnt from *Total Carnage*, is easily the equal in catastrophe of *Total Carnage*. Hardly anyone is going to get past the first level's horizontally-scrolling obstacle course in which your magnificent 400mph armoured motorbike explodes on contact with stones and people just standing there: having played the wretchedly loose platform levels and spectacularly unfair shoot-'em-up sections, this is something of a heavily disguised blessing. The CD32 version is identical. ★

ALADDIN A1200
Virgin £30

AP44 86% JD
A handsome conversion of the Mega Drive game, which plays slickly and breaks up the platform stuff with a couple of chase levels and bonus games. But, like all these post-*Cool Spot* platformers, *Aladdin* suffers from a severe lack of longevity. It's highly impressive while it lasts though.
★★★★

ALL-NEW WORLD OF LEMMINGS
Psygnosis £30



AP46 50% JN
Peculiar re-embrasure of the sadistically fussy original *Lems* rather than the make-amends sequel. Larger graphics, less icons and only three lem tribes because Psygnosis say you told them *Lems 2* was too complicated; pixel-perfect lem positioning, exactly overlapping lem hordes and dictatorially precise cursor control because that's what *Lems* is all about, right? The 'all-new' parts are ability-replacing collectable objects (a terrific idea) and rampaging monsters (a terrible one). *Lems 2* is frankly much more fun. ★★

AMBERMOON
Thalion £36

AP51 30% RP
A crap RPG divided into crap *Dungeon Master* and crap *Zelda* bits. ★

ANTS
Kellion £15

AP49 23% CW
YOU ARE THE ANTMASTER, and you must command your ants to CONQUER THE WORLD. An impressive idea – sort of *Sim Ant*, but good – but the execution's terrible. The screen fills with dots. You point at some of them and command them to attack a stationary blob representing a spider, or something. The ants attack, dying in the attempt. You command the remaining ants to feed, so they breed. You then attack again, until the spider is dead. That's it. Provided you keep one (yes; one) ant back each time, and allow for the random wandering of the ants, and can cope with the squeaky speech, and have the patience of Job, counting to ten, preferably in Greek, you've got it licked. An impressive idea indeed, but body death is a far more attractive alternative to playing the game it has spawned. ★

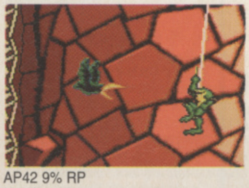
ATR
Team 17 £25

AP48 38% JN
Overdrive 2 via *Tower Assault*, more like. This stylish overhead racer, having taken the trouble to get the car movements right, bafflingly throws it all away by having courses that don't have the common courtesy to mark out the track. Yes folks, with *ATR* you can thrill to the experience of driving blind, coming off at unadvertised corners and getting trapped in belligerent roadside scenery. The overwhelming prevalence of sharp corners makes a nonsense of the 'battle' mode as player two gets scrolled off the screen without chance of recovery, and the identical 'league' game just makes six people unhappy instead of two. The usual power-up/choice of car/shop sequences don't help. Buy the friendlier and grandly more fun *Micro Machines*. ★★

BASE JUMPERS
Grandslam £26

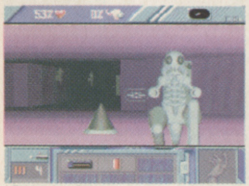
AP47 70% JD
Aaron Fothergill's follow-up to *Jetstrike*, with a similar patina of care and attention to detail, but a noticeable lack of 'there'ness. It's a two-stage game for up to four players. First you scramble aloft a vertical platformy building in *Rick Dangerous* fashion, collecting letters to spell secret words and so get to bonus games like *Joust* and *Invisible Space Invaders*, and then you leap off the roof and scrap with the others in freefall, jostling them against flagpoles and leaving opening your parachute to the last possible moment to earn those cash awards. Bursting with secret bits (our favourite is the straitjacketed plunge to death) and causing hearty guffaws during play, *Base Jumpers* regrettably falls to the mighty blows of over-too-quickliness in the multi-player mode and no-thanksment of the one-player game. Shame. ★★★

BATTLETOADS
Mindscape £20



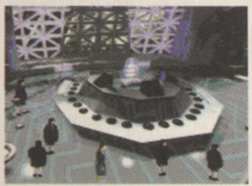
AP42 9% RP
Neatly varied but otherwise 91% terrible multi-stage beat-'em-up. ★

BEHIND THE IRON GATE
Black Legend £25



AP52 55% CW
Slickly programmed 3D shooty game that falls down on keeping the player happy by instead infuriating him at every turn. Each level opens with a hair-raising chase between you and the monsters as you scurry around trying to find (particularly groovy) weapons, develops into an exciting shootout as you pick off your opponents, and then collapses into wandering around an effortlessly confusing maze trying keys in doors and hoping you won't end up a key short because you got the order wrong. A strong finish as you set off a bomb and then sprint for the exit, but (again) those confusingly blank walls mess it up. Look out also for the awful passwords that lose all your weapons. It does, however, work (equally speedily) on the A500. A valiant attempt. ★★★

BLOODNET A1200
Gametek £35

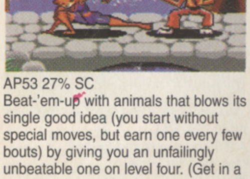


AP47 90% JN
Initially repulsive but (once you've mastered the preposterously over-complicated controls) tremendously rewarding point-and-click adventure without orcs in it. Gleefully amoral (you're a vampiric 'cyberpunk' who has to kill to survive while hunting for a cure) and engrossingly scripted, it's the best such game since *Monkey Island*. And you get to shoot people without any tiresome moral questions being asked. It demands a hard drive and 2Mb of memory though.
★★★★★

BLOODNET A500+
Gametek £30

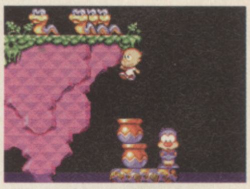
AP50 89% JN
Exactly the same, except! you don't get any music (a Good Thing), and you don't get the option to review past conversations (a very Bad Thing indeed). At least it's £5 cheaper.
★★★★

BRUTAL
Gametek £20



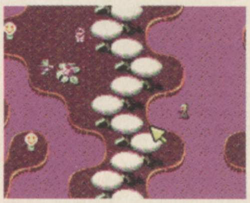
AP53 27% SC
Beat-'em-up with animals that blows its single good idea (you start without special moves, but earn one every few bouts) by giving you an unfailingly unbeatable one on level four. (Get in a punch and then hide in a corner to defeat opponents one to three.)
★

BUBBLE AND SQUEAK A500
Audiogenic £26
AP45 83% JN
Properly taking note of the ➤



criticisms of the A1200 version, Audiogenic have substantially increased the fun factor by beefing up Stupid Blue Thing's intelligence levels to a point where he no longer falls from a ledge if, for instance, he feels like it. Uses the CD32 joypad as well. But the watery time limit's still too nasty.
★★★★★

CANNON FODDER 2
Virgin £30



AP44 89% CW
Disappointingly, a data disk rather than a sequel, and one that inexplicably takes our muddy, terrified heroes out of the grimly realistic warzones where they belong and shoehorns them into an implausible time-travelling plot. The quality of the levels isn't affected – the design is consistently better than the original's, and it's far more of a tricky trickster – but fighting blobby aliens on blazingly purple planets 'feels' wrong for the game. Rather more importantly, *Cannon Fodder 2* is outrageously expensive considering there's nothing new in there at all. It's still brilliant, but pointedly less so. ★★★★★

CHARLIE J COOL
Rasputin £20

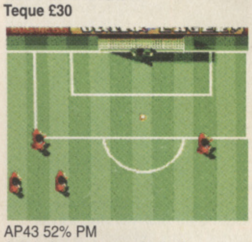
AP43 45% PM
A below-average platform game. ★

CLUB AND COUNTRY
Boms £30

TORQUAY UNITED 0 WYCOMBE WNDRS 0 TIME 19

AP53 33% PM
Fearsomely well-presented, but – oh no! – clotted and boring footy manny.
★

CLUB FOOTBALL: THE MANAGER
Teque £30



AP43 52% PM
A 2%-above-average football management game.
★

THE CLUE
Neo £30
AP43 60% JD
Who remembers *Dodgy Geezers?* (They're only nice lads at heart.) How about *They Stole a Million?* Well, here's the Amiga version.

Aaa've got cash worth
198 pounds. I'll give you 143 pounds.

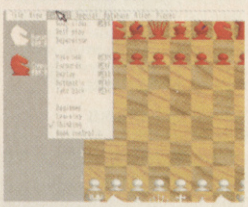
Recruit a gang, burgle a building and get away with it, but spend most of your time in taxis and ruing the controls. It's a Germanglish text adventure disguised as a point-and-click, and it's only the fact they didn't convert *Dodgy Geezers* or *They Stole a Million* that stirs up interest.
★★★

COLONIZATION
Microprose £35

DECLARE INDEPENDENCE
Continue

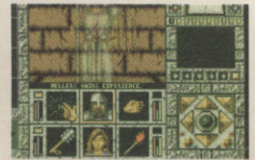
AP52 93% SF
Hugely engrossing sim by TV's famous Sid Meier, covering the colonisation of the USA from whomever's point of view you damn well please. (We tend not, for example, to slaughter the natives.) Turn-based and predominantly action-free, you'll nevertheless find your children becoming successful senior accountants before you think to turn from the screen and tell them it's time for bed. Protect and survive! Produce and sell surplus! Attack the French! Declare the Dutch heretics and start a religious war! All can be done here and all but a small part of what is, essentially, America – but on the Amiga. And it runs on an A500.
★★★★★

COMPLETE CHESS SYSTEM
Oxford Softworks £35



AP45 81% SF
Chess.
★★★★

CRYSTAL DRAGON
Black Legend £30



AP44 38% PM
Pick an RPG, any RPG – it's more than likely to be better than this redundant *Dungeon Master* clone.
★★

DAWN PATROL
Empire £35

AP47 80% JD
WW1 *Overlord* follow-up with typical Rowan friendliness (multiple views, 'combat lock', wads of background material) and some grand ideas (such as catching planes by surprise by zooming out of the sun, and lesser enemies running for it) but which doesn't quite come off. You don't feel that you're in a rickety biplane beyond your wings occasionally falling off and (hngh) your guns jamming, and the lack of scenery and ground action lets it down lots. Deep, detailed and dependable, *Dawn Patrol* nonetheless pales beside the magnificence of *Knights of the Sky.*
★★★★

DEATHMASK
Alternative £26 (£30 CD32)

AP47 62% SF (69% CD32)
Every review we've seen of this damns it for not being *Doom.* Except ours, of course, because we're not, for example, cretins. It's a simple fast-but-jerking-from-square-to-square 3D maze game with guns, and enjoyable on this level, but the overwhelmingly un-clever design of the 32 piddlingly easy mazes means you'll complete the whole thing in less than a day. Much better in competitive two-player mode, with lots of running around and away, but once you realise you may as well slug it out toe-to-toe as play properly what with the regenerating ammunition and impossible-not-to-peek-over split-screen, you've broken its spell. Not as big, clever or exciting enough as it should have been. Impeccably speedy on both A500 and A1200; the CD32 version scores higher because of the better controls.
★★★

DRAGONSTONE
Core £30

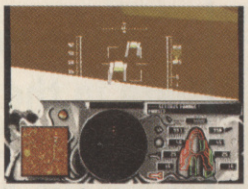
AP46 49% CW
SNES *Zelda,* but on the Amiga, and rubbish. Here be regenerating monsters that always hit you due to the intermittently effective combat system, obvious mazes and stupid collision detection that mean, say, a mushroom clearly not in your path at all (and yet somehow so) forces you to go all the way around the map to reach the other side, puzzles of the dead end/old herbalist/present collected herb/receive travel spell school, secret areas essential to the game and an uninvolving swords-and-strawberry plot. Take it, or take it not; we care for neither.
★★

DREAM WEB
Empire £35

LOCATION:
PENTHOUSE SUITE

AP46 24% JN
Disastrous 'adult' futuristic point-and-clicker in which every screen is cluttered with tiny objects, all of which belabour you with a lengthy text description before you're allowed to see whether they're of any use. Very *The Clue*-like in that it's really a verb-noun text adventure in disguise, but greatly more stupidly obscure in its puzzle solutions. Typical of the hamfisted design is the gun you're illogically allowed to use only at certain points; typical of the storytelling is every hardened street-scum sub-human speaking like a slightly apologetic junior shop assistant. Really, the mystery of your character's madness is the only driving interest and you find that out on level two. ★

EMBRYO
Black Legend £26
AP43 62% CW
Potentially staggering 3D flight sim

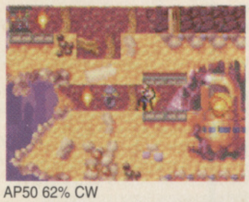


(sort of like *Guardian*: ie, *3D Defender*) which blows it completely by having monsters that are far, far too tough. It's amazing no one picked up on this – it really does kill the game stone dead. And there's all that attention to detail and the serial-link option as well. Wasted. Utterly, utterly wasted. The A1200 version scored 70% for additional speed, but it really just highlights the missed opportunity. ★★

EXILE A1200
Audiogenic £30

AP49 89% CW
Prettied-up (and CD32 joypad-supporting) version of legendary key-swathed 'arcade adventure' that's probably the only game ever worthy of the nasty label. Sort of non-3D *Doom,* sort of single-player *Gravity Force 2,* it's all about flying around with real physics and shooting things and solving (occasionally unfathomable) puzzles. Quite fabulous. If you can cope with the 'keyboard madness' controls, go for the otherwise identical original, now out at £15.
★★★★★

EXTRACTORS CD32
Millennium £30



AP50 62% CW
Sequel to *Diggers* that hasn't learnt from the original's mistakes.
A *Lost Vikings* sort of game in that you're trying to co-ordinate a bunch of characters so everyone contributes to the larger task at hand, it's plagued with only marginally less miserable controls than before (this time you can make your minions jump over things, and stop without your having to plough through endless sub-menus) and a preposterous 'free will' feature (so you can spend ages getting one of your blokes in position, only to see him get bored and teleport back to base). Beyond that, we hated the game itself (it's remarkably bereft of fun, and seems more a grimly drawn-out exercise in mechanical repetition) but concede that its size, complexity and general 'togetherness' might appeal.
★★★

F1 WORLD CHAMPIONSHIP EDITION
Domark £30

BEST LAP:--'--"--
LAP:1/5
POS:5/16
RACE
RETIRE
FLIPVIEW

AP51 67% PM
It's *F1* again, but more expensive and with a quit option that instantly ends the entire game instead of, say, that particular race. Still, this is the fastest racer around (exhilaratingly so), with crashes that stop you or slow you down (rather than crippling your car) and the same stupendously exciting two-player mode that Cam and Steve McGill played non-stop for an entire day when the original game came in. Domark have also improved the graphics slightly, and have promised to include a save game option after we pointed out you had to stick at it for hours to play properly. But you'd still be better off buying the original.
★★★

FEARS A1200
Guildhall £30

AP54 40% JN
The second *Doom* – but on the Amiga contender to make it, but not a good one. Technically astounding – the default full-screen display is damned fast on a standard A1200 (with lifts and stairwells, yet), and the use of near-subliminal sound is masterly – the game is let down horribly by its cock-eyed design. Monsters that can 'see' you without your having the slightest idea where they are, no up and down views (it's possible to get completely lost on stairs) and INESCAPABLE LAVA PITS combine to destroy any sense of fun get from playing it. Foolish, Mr Bond. Exceedingly foolish.
★★

FIELDS OF GLORY
Microprose £30 (£35 AGA)

AP44 61% CW
Waterloo wargame swathed in options and featuring an ingenious three-scale map system tempting you to follow single units instead of examining the Big Picture and so fall foul of the Fog Of War. But it blows it all horribly, because – insanely – the game doesn't take terrain into account. So you just run everybody straight at each other and see who crawls out alive. Mmmm.
★★

FIFA SOCCER
Electronic Arts £30

AP43 76% CW
Swap-laden Mega Drive conversion (six disk swaps and as many minutes to get started on a half) that suffers from clumsy and 'spongy' joystick/keyboard-combination controls (unless you'd rather have the computer randomly pick a move 'context-sensitively'). Even on a player-controlled team the computer players on your side are far too clever, running in and taking the ball when they should just be keeping up to set up passes. But it's exciting, with insane 'special moves' and good handling of the unusual skewed 3D perspective so you're never 'lost'. The A1200 version doesn't need so much swapping. It's hard drive-installable.
★★★

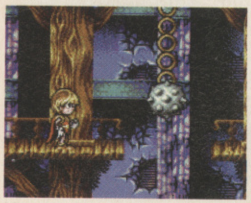
FLIGHT OF THE AMAZON QUEEN
Renegade £30

Now ain't the time to be playing baseball.

AP51 84% JN
1940s comic book point-and-click adventure from fans of the Lucas Arts

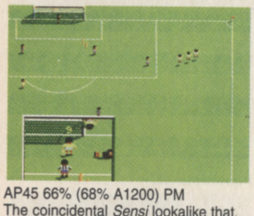
games, so it's funny, charming, looks beautiful and plays like a raspberry ripple. Even the music's good. You'll be quoting the set-pieces at each other later over tea, but simultaneously cussing at the ease with which you completed the game and the way the last quarter crashes out of ideas and fun. Still, it's brilliantly entertaining while it lasts.
★★★★

FLINK CD32
Psygnosis £20



AP47 79% JD
Almost-but-not-quite platform game with much to commend it – varied levels and trinkets looted shamelessly from the best of the rest of the best – but horrid ersatz-inertia controls and hopeless use of forced scrolling which traps and kills you WHEN IT'S NOT YOUR FAULT. Still, the mix-it-up spell bits and got-it-together 'feel' of the thing makes it great fun to play up to the point where your character falls through the edge of a perfectly legitimate platform AGAIN and you punch a hole in the fridge.
★★★★

FOOTBALL GLORY
Black Legend £26



AP45 66% (68% A1200) PM
The coincidental *Sensi* lookalike that, while playing a largely acceptable game o' football (aside from the idiot ploy of having the computer opponents 'slip up' by rocketing the ball into their own net or something, rather than playing poorly) pales in comparison with *SWOS*. There are mechanical troubles as well: the jolly collection of special moves are wasted because the computer teams don't give you time to set them up before legging it with the ball; the aftertouch is madly sensitive; and the passing is problematically inaccurate. Interesting, but flawed. The AGA version's slightly faster, with better sound. ★★★

GLOOM A1200
Guildhall £30

AP52 90% JN
Few games are scary, unless they are film licences. *Gloom* is a genuinely spooky game with an atmosphere you could cut with a knife, were demons not busily sucking you in from across the room and biting off your head, and were there a knife in it. Dazzlingly revolting, with monsters that explode up the walls when you shoot them (there's an option to retain the pieces to mark your path), it's unwaveringly thrilling for NOWHERE IS SAFE. And that's before you get to the levels that have ghosts passing through walls. And, hey, there are always the secret bits to ferret out. Disappointingly your weapons are restricted to differently coloured balls of light (confusingly, so are the monsters'), and the 'deathmatch' game isn't up to much (you inevitably slug it out toe-to-toe) but as a one- or (co-operative) two-player shooter, it's near-unbeatable. *AB3D* and *Fears* are going to have to move some to surpass this.
★★★★★

GUARDIAN CD32
Acid Software £30

AP43 90% JD
Defender. In first-person 3D. On the CD32. Buy it. You know we're right.
★★★★★

GUARDIAN A1200
Acid Software £30

AP47 90% JN
While *Guardian A1200* may lack the thrilling 1970s cop show music and condemns non-CD32-joypad owners to clumsy mouse/keys controls (or a keyboard-only option) it nonetheless IS *Guardian CD32* but on the A1200.
★★★★★

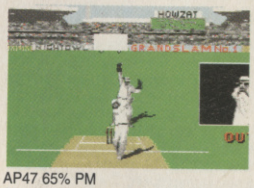
HIGH SEAS TRADER
Impressions £35

AP51 22% SF
You remember *Pirates Gold*, right? Where you were a pirate, shuttling from port to port, capturing ships, waging war, courting governors' daughters, yo-ho-ho-ing and a-bottle-of-rumming with the best of them? It's the same sort of idea with *High Seas Trader*, except you're a merchant. Exactly as exciting as it sounds. ★

HOLLYWOOD HUSTLER
Desert Star £25

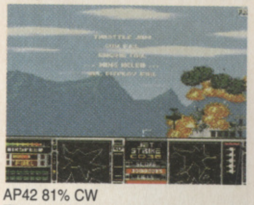
AP54 35% PM
Neat idea for a poker game – play against three digitised 'real' players who speak – but – erk – it falls apart after a remarkably short time. The other players don't have, for example, 'tells' (facial tics, say, or nervous blinks that hint they're bluffing), you can't try to cheat, nobody loses their temper (nobody does anything, in fact, apart from move their hands to deal and glance around) and your opponents take defeat philosophically ("Huh!" is about as animated as they get). And strangely, the best hand we got all the time we were playing was a three-of-a-kind. There are better PD poker games than this. *Hollywood Hustler's* available from Desert Star at 120 Burden Road, Beverley, N Humberside HU19 9LH. ★

ITS CRICKET
Grandslam £27



AP47 65% PM
Sloppy bowling and ghastly fielding sections let down the well thought-out batting part of this contender to *Graham Gooch's World Class Cricket* sensible flat cap. Graham wins on lovableness.
★★★

JET STRIKE CD32
Kompart £26

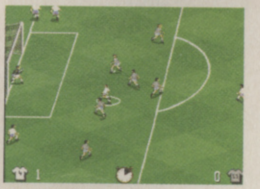


AP42 81% CW
The control problems and disk accessing time, which foxed the original version's high-octane air-to-air and air-to-ground fireball antics, have here been eliminated, which is a Good Thing. The in-game tunes have been replaced by some actual musical numbers with singing and everything, which is a Crime Against Humanity. Apart from that, exactly the same mixture of disturbingly realistic plane specs (down to the engine noise, apparently) and laughingly hopeless handling. Charmingly PD (the programmer's obviously done everything, including graphics and speech) and, curiously, excellent fun.
★★★★

JUNGLE STRIKE A1200
Ocean £28

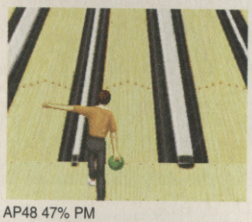
AP45 77% JN
Console action games are great. You switch them on, play them for a bit and then switch them off when you get bored. *Jungle Strike* is a conversion of the Mega Drive console action game, and they would have got away with it if it hadn't been for that meddling lack of depth. The 40 or so levels can't disguise their similarity beneath excited mission briefings; you're either flying off to shoot something, or to rescue someone. A couple of extra vehicles to commandeer here and there do break up the pattern (although you're just doing the same stuff but at a different height) but the tiring faults (like having to search minutely for your own fuel on later levels – a-ha ha ha) drag it down. A great console action game, and as such best taken in short doses.
★★★★

KICK OFF 3 EUROPEAN CHALLENGE
Anco £30



AP46 57% PM
A couple of cosmetic changes, proper sound, more teams and tidied-up controls. The competition – *Wemblers* and *SWOS* – make it look even worse second time around.
★★

KINGPIN
Team 17 £13



AP48 47% PM
Cheap, pleasantly-presented but predictably tedious ten-pin bowling game whose only assets are a league game and the ability to create players and so mock up a career for yourself. Like all those terrible PD darts sims, *Kingpin* is pointless – all the clever samples and glitzy effects aside, it's a devastatingly boring piece of fluff. And the computer opponents always appear to do the same thing. This doesn't deserve a spare, let alone a strike. ★★

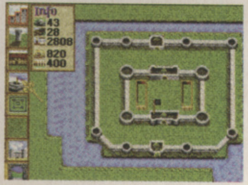
LION KING
Virgin £30

AP46 59% JD
Virgin's follow-up to *Aladdin.* The platform levels are dull and empty, two of the break-it-up sections are missing and the lion is a blighter to control. The original wasn't much to work with but that doesn't excuse this disgracefully loose and unfinished conversion.
★★

LITIL DIVIL CD32
Gremlin £30

AP42 22% JN
Yes, you've heard the line hundreds of times before, but this time we're using it and we're great, so. This game's graphics are cartoon quality, and the artists should seriously consider getting into animation. The look, the characterisation, the gags and (most importantly) the timing are impeccable. The game though is one step beyond the wretched *Dragon's Lair*, in that you have full control over your 'divil' but end up playing (dishonestly hard) *3D Maze*, *Simon* and *Frogger*. Sigh. ★

LORDS OF THE REALM A1200
Impressions £35



AP44 82% RP
Extremely professional peasant/castle wargame where you have to keep everybody happy then kill hundreds of people in a neighbouring county 'cos they looked at you funny. High feeling of involvement and gratifyingly compliex, but it's not going to win any converts to the cause. ★★★★

MAN UTD – THE DOUBLE
Krisalis £30

AP49 58% PM
Man Utd Premier League Champions with a *FIFA*-ish 3D perspective and a *Premier Manager 3*-like editor. Fiddle with the teams, admire the new player transfer section, become angry with the actual football-playing bit. You can turn this off, but if you're going to do that, why not play a dedicated footy or footy manny game? Or *SWOS*, of course.
★★

MARVIN'S MARVELLOUS ADVENTURE A1200

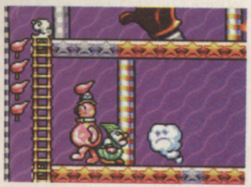
21st Century £30

AP45 26% RP
No unexpected monsters, no end-of-level bosses, no unspottable traps, no leaps of faith, no control troubles, no disk drive problems, no illogical passwords, no reason to play again after you complete it in four hours and thirty-two minutes on your first go. A wracking shame.
★

MORTAL KOMBAT 2
Virgin £30

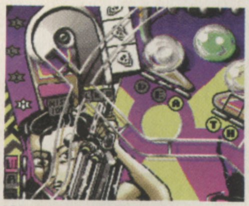
AP46 63% JN
Glitzy, vacuous conversion that relies on artificially complicated joystick moves. Fast-moving and exciting to watch, but deathly dull to play. Fights are over so quickly, and you're as likely to win bashing the fire button as juddering through the unnatural 'special move' sequences, that you're blasé about losing. Whither affinity with a particular character? Wherefore just-another-go grudge matches? Not here, friend. It's got the best 'feel' of any Amiga bashum game and there's fun to be had from its maximum hurtage, but the illogical controls mean it's less a case of discovering secrets than waiting for us to tell you the moves. And you can fox your one-player mode opponents with a single attack. Constrained by the get-it-over-with-quick coin-op, *MK2* is ultimately just a novelty alternative to the mighty *Shadow Fighter*. Intrusive disk swapping and sparser sound are the limit on the A500, but the A1200 version is entirely accurate to the arcade machine.
★★★

MR BLOBBY
Millennium £20



AP45 37% JN
Super Troll Island on the SNES, but on the Amiga and with Mr Blobby. Sloppy design and stupid faults (like leaping through the ceiling to land on the platform above when you merely wanted to hop over a monster) don't help; neither does the ease with which you can coast through the game. Bizarrely though, it is tolerably playable for a couple of hours. It's bad. Not as bad as you'd think, but still bad.
★

OBSESSION
Merlin £30



AP50 78% JN
Charming but disappointingly simple old-style pinball game which scores in thousands and has none of the exciting slickness of *Pinball Fantasies*. For your £30 you get two excellent tables, one solidly commendable one, and one that's so poor it's more poor than v poor, with the best of the great tables having an ingenious 'curvy bowling' feature to complement its baseball theme. Inadequate ball physics and heavily combo-based scoring (where you have to knock down targets, but then shoot ramps within a strict time limit to keep the points) let it down. There'll be a special A1200 version with multiball in a few months, we are told.
★★★★

➤

ODYSSEY
Audiogenic £30

AP54 79% CW
Exile-inspired (hurrah!) arcade adventure with you, as some bloke with a sword, springing around, throwing switches, ducking arrows, battling gnomes and turning into different animals and insects. Obviously painstakingly designed (arranging it so you need a specific power to pass something must have been a headache) and replete with clever bits, it annoys with leaps of faith, jumps you can't quite make, monsters which follow you from their crafty initial positions to get hugely annoyingly stuck on vital ledges and – hnngh – lives. Generally lovely, but if only, eh?
★★★★

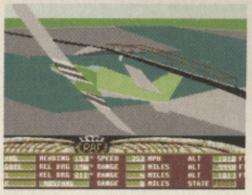
ON THE BALL WORLD CUP EDITION
Daze £30 (£33 AGA)

AP41 85% SF
At last – a football management game with a sense of fun. The feeling of involvement with your team is tremendous (you get to laugh with them, cry with them and, er, enjoy a post-match tipple with them). A distinct lack of numbers helps the game bounce along, and the all-round polish and attention to detail (not to mention solid management algorithms) puts this at the top of any wants list. ★★★★

ON THE BALL LEAGUE EDITION
Daze £30

AP43 71% SF
Just like the *World Cup Edition* game, but, insanely, minus all the human interest bits. In their place you get numbery management bits, the lack of which made the original so good in the first place. Foing! ★★★

OVERLORD
Virgin £30



AP43 88% JD
Multitudinously viewpointed flight sim of WW2 Vichy-trouncing antics with a splendid regard for the player. You can speed up time in long flights, skip take-off and landing, and tell the computer to follow the target plane visually during an attack so you don't lose him when he moves past your line-of-sight. Controls are a bit clunky (far too many keys to remember) but that's unavoidable, and anyway it's got great explosions and trails of smoke. Enormous fun. And yes, chaps, it's substantially faster on an A1200.
★★★★

PGA EUROPEAN TOUR GOLF
Ocean £26 (£28 AGA)

AP43 84% JN

Golf. But, astonishingly, good. 'Real' players, 'real' courses, that tried and tested press-for-power-press-for-direction control method, and some lovely sound effects. (But shockingly awful music, natch.) It's really very good fun, even for non-golfers. They're going to find it a tad samey, though.
★★★★

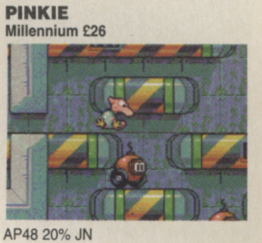
PINBALL ILLUSIONS A1200
21st Century £30

AP43 89% JD
It's a disappointment, this. The presentation's been beefed up (including more detailed 'LED board' animations) and there's a multiball option (complete with a hi-res mode to show near all the table at once) but it really is just more of the same. Less of more of the same, as well: there were going to be four tables, but they chucked one away for not being good enough. So your £30 nets you exactly three tables. All good stuff, natch, but no vast improvement over *Pinball Fantasies*. ★★★★

PINBALL ILLUSIONS CD32
21st Century £30

AP50 90% PM
Staggeringly more attractive than the vanilla A1200 version, with some tremendous Swedish samples and accomplished use of the joypad. (Although the mistake of having one button launch a ball while another instantly quits the game is beyond belief.) Neat 'on-line' manual, as well. Pity you can't turn off the music, because we've discovered Extreme Sports is the most entertaining table of the three.
★★★★★

PINKIE
Millennium £26



AP48 20% JN
Promising platformer with likeable gimmick of multi-purpose car, but whose sprawling, featureless levels, smothering tedium and complete set of Kangaroo Court crimes slaughters it with a rusty hatchet. ★

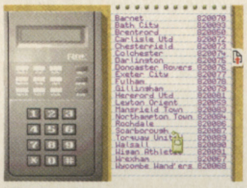
PLAYER MANAGER 2
US Gold £30

AP52 35% PM
Fearsomely in-depth but – oh no! – clotted and boring footy manner. ★

POWERDRIVE
US Gold £30

AP45 61% JD
Empty tracks, trying to reproduce realistic car handling with a joystick, computer drivers that never crash and the financial burden of having to succeed just to repair the car you've smashed up speeding realistically around an empty track in order to succeed, are but some of the problems found in this rally sim. A challenge tangibly vanquishable after a few hours of practice is but one of its attractions. Actually, that's it. And you'll get fed up before you master the game, anyway.
★★★

PREMIER MANAGER 3
Gremlin £26



AP44 83% SF
Zenith of stats-based footy manny games (probably) but one that suffers ironically from the depth of its cleverness. A sort of remix of the previous games in the series with all the clumsy bits ironed out, *PM3*'s sole gimmick is its *SWOS*-like adjustable player positions. But unlike *SWOS* you have to spend ages rejigging your team after every loss, because you're not given enough information about the opposition. It's exceptionally difficult and demands unbroken concentration, but rewards with thunkingly solid fun. A bit like watching Notts County…
★★★★

PUTTY SQUAD A1200
System 3 £30

AP41 91% CW
Visually, aurally and conceptually gloriously inventive platform game with exactly the right mix of gags, guns, gullible cats with rubber stomachs and gameplay. Slither, bobble and dance-to-DJ-Uncle-Ted your way through fifty levels of disturbingly Apocalypse Now-inspired nonsense, hitting monsters with your blue putty fists and swallowing their souls with your amazing absorb-o-power. Easily the best platformer since *Yo! Joe!* and an object lesson in how to do a sequel properly. Bonus points for including a sample from Screwball Squirrel (Tex Avery, 1944) as well. Or possibly not.
★★★★★

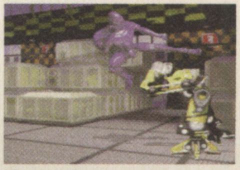
REUNION (AGA)
Grandslam £35

AP43 81% CW
Current thinking in junk mail circles eschews the blanket approach, concentrating instead on finding out from various databases who you are, what you're like and what you like, and then 'targeting' their rubbish at you directly. *Reunion*'s a bit like that (except it's not rubbish) – it's a *Dune*-ish buildy things strategy game with no exciting bits at all and billions of stats which requires 50 hours to complete (if you know what you're doing), an A1200 and a hard drive. So get it, Bill Rebus of Toxteth – you'll love it.
★★★★

REUNION A500
Grandslam £35

AP45 81% PM
A mere three months after we reported it couldn't be done, it's been done. Those rascally software publishers, eh? Graphically simpler than, but otherwise exactly like, the A1200 version. And you don't need a hard disk to run it, although a couple of external drives are recommended.
★★★★

RISE OF THE ROBOTS
Time Warner £40
(£43 A1200, £35 CD32)

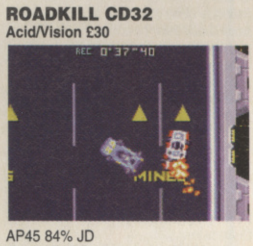


AP45 5% JD
Words cannot fully convey the extent to which *Rise of the Robots* is the poorest full-price release ever in the history of all things, although imagining it as an insuperably retarded beat-'em-up that Player One can complete at any moment by holding down diagonally up and right and the fire button captures its essential risibility. The nearest the software industry has yet come to robbing an elderly deaf woman in a wheelchair whose son has just died in a car accident returning from the funeral of his father and sister killed when their ancestral home burned to the ground and then severely beating her. With the diseased family pet.
★

ROADKILL A1200
Guildhall £25

AP52 79% JN
That two-player mode, eh? We'd have welcomed it. O-ho. *Roadkill A1200* is, however, £5 cheaper than the CD32 version, so that's all right then. Still doesn't save the high scores though.
★★★★

ROADKILL CD32
Acid/Vision £30

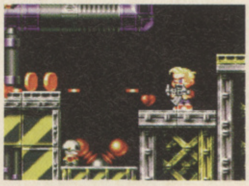


AP45 84% JD
Rocky Roll Racing on the SNES, but on the Amiga and viewed from overhead. It's an ultraviolent *Super Sprint*, using the old futuristic game show ploy to create a fantastically exciting smoking wreckage experience. "Get the jackpot," booms the announcer as you fire missiles at hapless opponents. "Get the super-jackpot," he roars as more cars spin away to their doom. The piddly damage indicators and surprisingly low number of courses (12, explicit numeric fans) annoy; the lack of a two-player game hurts. Let's hope the forthcoming A1200 version corrects things with a serial link option, eh?
★★★★★

ROBINSON'S REQUIEM
Daze £35

AP43 39% RP
Slow, slow, slow, dull, dull, dull RPG that has you walking around (so very much) in an effort to escape from a prison planet. Frankly, it's only passable with the cheat mode active,because then you can cut out the endless perambulation. The gimmick's that you have to keep in trim in the face of disease, but it's hardly worth the wait.
★

RUFF 'N' TUMBLE
Renegade £26



AP42 88% JD
Platform game with guns that's appallingly difficult, but rigidly fair with it. Lovely reversals (your small cute child packs a machine-pistol; the denizens of the typical platform levels – woodlands, underwater caverns and the like – are armour-plated and fire barbed harpoons), excitingly cataclysmic power-ups, very (but workably) tricky layouts and angrily playable. 'Challenging' is probably the word we're looking for.
★★★★

RUFFIAN
Grandslam £20

AP50 10% JN
A platform game of barely credible terribleness. ★

RUGBY LEAGUE COACH
Audiogenic £30

MIKE DICKINSON
THORNE
CENTRE-BACK
TRIES:0 GOALS:0

AP43 62% PM
A football management game, but about rugby league. Oddly, you don't get any match analysis, so you don't know what you did wrong when you lose and you have to fumble around like a blind man in a darkened room looking for a black cat before you can fix it. Worth a look for the novelty, though. Especially if you're a professional rugby player.
★★★

SENSIBLE GOLF
Virgin £30

AP52 66% PM
Half-finished, delayed, rejigged, delayed and rewritten, Sensi's swansong has turned out to be a fairly entertaining game about golf. Which, from Sensible, is a let-down of

innocent Derek Bentley proportions. It's exasperatingly simple (no hazardous wind or stance adjustments, for example), stunningly tedious in one-player mode and naught but okay with up to three other people. And you can't even call it *SWOG.* ★★★

SENSIBLE WORLD OF SOCCER
Renegade £30

EDIT TACTICS (USER
GAVIN HARD
SIMON GRAYSON
JIMMY WILLIS
MIKE WHITLOW
NEIL LEWIS
FRANZ CARR
MARK BLAKE
LEE PHILPOTT
STEVE WALSH
IAN ROBERTS
JULIAN JOACHIM
KEVIN POOLE
NICKY MOHAN
STEVE THOMPSON
DAVID SPEEDIE
MARK DRAPER
COPY
UNDO

AP44 95% JD
Sensible Soccer, but with management, but for *Sensible Soccer* fans. It's not *Sensi* meets *On The Ball World Cup*, but you are empowered with phenomenal abilities. That to command the movements of a non-controlled player with extraordinary exactitude, for example. Or that of constructing a team from the pool of 26,000 'real' players. Essentially it's the same old *Sensi* that (of course) you know and love, but this time you're allowed to twiddle the behind-the-scenes knobs. Our highest mark ever in the history of all things.
★★★★★

SHADOW FIGHTER
Gremlin £30

AP46 91% CW
A textbook example of how to do a game properly.Three Italian beat-'em-up fans looted the best bits from any number of tedious biffing games, applied sinister and special processes to them and came up with the best beat-'em-up ever in the history of all things. It's got heaps of character in the wildly diverse and carefully mismatched fighters, a beautifully simple 'special move' control method (you just swirl the D-pad in various directions and press fire) and options a-go-go. There's even a practice mode where you fight seemingly innocuous master of terror Pupazz the Puppet. Truly the *Gravity Force 2* of beat-'em-ups. The A1200-specific version's on the way, but even this A500 version looks lovely. ★★★★★

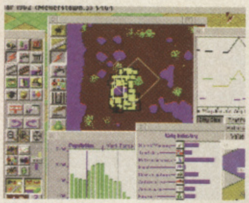
SHADOW FIGHTER AGA
Gremlin £30

AP50 92% PM
Cosmetically spruced-up but otherwise identical to the A500 original. The CD32 version dispenses with the horrible disk-swapping (hence the extra point) but adds a silly fault in that you press both shoulder buttons to quit the game, thereby penalising all those players who (quite rightly) get really excited and panicky when struck dizzy and bash at the joypad to make their character recover. Tish.
★★★★★

SHAQ FU
Ocean £26

AP46 51% PM
Uninteresting, plastic beat-'em-up saved from the fires of perdition by the choice of fighting opponents in any order and the eight-player tournament.
★★

SIM CITY 2000 A1200
Maxis £40

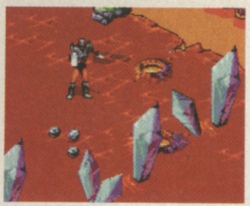


AP44 85% PM
An appalling drain on the pocket (to play, you need an A1200 with 3Mb RAM and a hard drive, and an interlace-compatible monitor, and even then it's horribly sluggish) but a terrific strat game. Recall everything from *Sim City*, and then multiply it by 2,000. A worthy companion piece to *Theme Park,* if you've got the kit.
★★★★★

SIMON THE SORCERER CD32
Adventure Soft £35

AP42 57% JN
Exactly the same game as the A1200 version – all the poor jokes, all the pointless wandering, all the fantastic graphics, all the obvious puzzles – but this time with speech. Greatly annoying speech that's compulsory and bugged at that. One to acknowledge as a breakthrough game following *Darkseed* into unexplored 'talkie' territory, if not to actually buy. ★★

SKELETON KREW A1200
Core £35



AP47 59% PM
Sub-standard *Escape From the Planet of the Robot Monsters* clone that's all the more disappointing when you find out it was worked on for over a year. Half-hearted aliens, no power-ups, no variety between levels – it's all here. Or not. Even the score-bumping two-player mode's lacking in sparkle. It looks great, but frankly, who cares?
★★

SOCCER SUPERSTARS
Flair £30

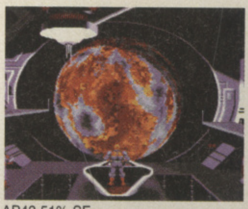
AP49 15% PM
Abysmal side-on footy game peppered with shocking bugs. You do get a free football with it, though. ★

SPEEDBALL 2 CD32
Renegade £15

REVOLVER
SCORED

AP51 93% PM
Yes, it's *Speedball 2* again. Except, instead of the stupid headband thing, opposing teams wear differently coloured suits. It's an amazingly better game than the original.
★★★★★

STARLORD
Microprose £35



AP43 51% SF
Conquer-the-universe larks a-plenty type of strategy game with an altogether slipshod approach to control and presentation, and an extraordinarily terrible combat sequence (that, fortunately, you can skip). They should have dropped it altogether to concentrate on the strat side.
★★

STRIP POT AGA
Guildhall £15 (A1200) £30 (CD32)

NUDGE
NUDGE
LOSE
GO UP
LOSE

AP51 22% CW
We went to see Guildhall recently. They cheerfully admitted their enormous range of PC porn games were crap, but apparently they can't get them on the shelves fast enough. Here's one they've converted to the Amiga. It's a fruit machine sim that has several pictures of women taking their clothes off.
★

SUBWAR 2050 A1200
Microprose £35 (£30 CD32)

Forward View
SONAR ACTIVE

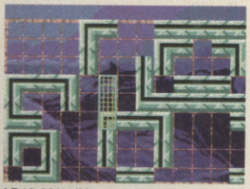
AP45 82% CW
Intriguing mixture of *Syndicate* plot and 'underwater flight sim' (although obviously the submarine handles differently from an aeroplane) set in a corporate-run world where it's an accepted business tactic to blow up your rivals with torpedoes. Liney graphics (though the PC version looks really nice – cheers *("Michael Jackson" – Ed)*) but evocative atmosphere (so to speak) and fun, fun, fun. It's a mite slow, though, which is a damn shame.
★★★★

SUPER LEAGUE MANAGER AGA
Audiogenic £30

FOLKFORD UNITED
DIVISION 4 CHAMPIONS

AP48 89% SF
Outstanding footy manny game that dispenses with numbers in favour of telling you about a player IN ENGLISH. "He's been playing well, but is feeling unenthusiastic," it might say. Imprecise, yes, but infinitely preferable and more atmospheric. There are no tedious 'real' players either, so you're free to form your own opinions. Deeply clever as well. And *Wembley International Soccer*'s in there. Hard to get into at first, and continually having to set up training schedules is a chore, but still, eh? A tremendous companion piece to *On the Ball World Cup.* Best played with a mouse, CD32 owners.
★★★★

SUPER LOOPZ A1200
Audiogenic £15



AP49 29% JN
Baffling rejig of the terminally dull *Loop*(hnghh)*z* – a sort of *Pipemania* without the excitement of gloop flowing through the shapes you're making – that doesn't ever change except for getting faster. Dull bonus games finish it off.
★

SUPER SKIDMARKS
Acid £25

AP48 86% (91% A1200)
Really quite beautiful racing game sequel which corrects the disk accessing clumsiness of the original and tidies up the Quadratic B-Splines™ so the cars judder and bump even more realistically. Eight types of car from dragsters to cows, optional caravan-towing, different speeds, 32 tracks, pointless horn-honking, the label 'last' if you're last, sinister black cars, *Pong* while you choose your options. *Super Skidmarks* rapidly loses its appeal in one-player mode, but that's not the point. The more people and equipment you have, the better it gets, with options to link Amigas, split the screens and play with eight people. And there's a phone modem option. It's a hoot. The A1200 version adds hi-res to the split-screen modes, faster disk accessing and the ability to connect two monitors and play a track in Cinemascope.
★★★★★

SUPER SKIDMARKS CD32
Guildhall £30

AP51 92% PM
Like the A1200 version, but for only two players. You do, however, get a demo of *Guardian,* a fantastic joypad-compatible *Defender* and the *Roadkill* movie (though, oddly enough, with a scene missing).
★★★★★

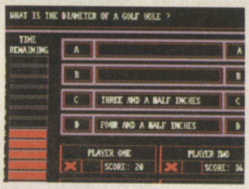
SUPER STARDUST A1200
Team 17 £30

AP42 89% JN
Stardust, fairly obviously, but on the A1200, equally obviously, which means better graphics, better sound, faster tunnels, bigger asteroids, underwater *Thrust* sub-games and keyboard control. Fabulously lovely in every respect, except (especially bizarrely considering the embolismingly hard A500 version) it's far, far too easy – we suspect Team 17 bullied the programmers into toning it down. Why? Why? A great game, but not quite a *great* game, if you see what we mean.
★★★★★

SUPER STREET FIGHTER 2
US Gold £35

AP52 71% CW (81% hard drive)
Largely successful conversion of the coin-op, with (as far as we know) everything in it. But! the undeniably exciting, intense thumping is extremely diluted by the ludicrously intrusive disk swapping, nutty controls, feeble sound and teeny graphics. CD32 joypads helps enormously, with all the buttons used correctly, and a hard drive cuts out the loading problems. (If you possess both, award the game another twenty percent.) As it stands, you'll be disappointed. The lower score's for running it on a plain A1200.
★★★/★★★★★

SWITCHQUIZ
Switchsoft £29/£37



AP41 54% CW
A pub quiz game with the novelty of two four-button hand controllers (four in the more expensive version) but with atrocious presentation. Tiny print unreadable without a magnifying glass, hugely annoying Smashie & Nicey samples, no colours (beyond red) and – fatally – questions that are repeated, sometimes within the same game. *Trivial Pursuit* still rules.
★★

SWORD OF HONOUR
Megatronix £20

AP49 58% PM
'Odd' *Exploding Fist Plus*-type beat-'em-up-cum-puzzle-game that looks great and is initially highly playable, but crash-dives like a soda-poisoned albatross when you realise every level is exactly the same. You can get the game from 21 Tiled House Lane, Brierley Hill, W Midlands DY5 4LG.
★★

TACTICAL MANAGER 2
Black Legend £26

REFS
CHARTS
CUPS
K-OFF
LEICESTER C
LEICESTER

AP50 25% PM
Fussy to work with and foolishly predictable footy manny game. To top it off, you don't even feel involved in the matches.
★

TFX A1200
Ocean £40
AP49 62% (85% A4000) JD
Modern-day flight sim with all manner of 'stealth' and 'laser-guided' things. Impressively
sophisticated and that, but it does mean dogfights consist of spotting a dot on your radar, pressing the ➤

space bar and waiting for your missile to hit. Surprisingly absorbing but ghastly on a standard A1200, with overwhelming amounts of disk swapping and once-per-second screen updates; best on a top-of-the-range A4000 (if still noticeably jerky); somewhere in between depending on the contents of your RAM expansion/extra disk drive cupboard.
★★★★

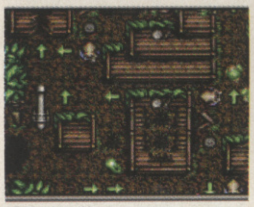
THEME PARK
Electronic Arts £30

AP42 91% CW
Tellingly sponsored, frightening demonstration of the sophistication of mood manipulation techniques in today's grotesquely commercial world, as you oversalt chips to get the tourists to buy drinks, oversugar the drinks to make them hyperactive and fiddle the time your rides run for so you can cram in more people per day, then hugely underpay your indispensable staff and sell off the place to finance your next step in global funfair conquest. Loot 'em and boot 'em, that's the ghastly philosophy of *Theme Park*. Or you can play the game to make a really nice funfair with great rides and reasonable prices. But then you'll go bankrupt.
★★★★★

THEME PARK A500
Electronic Arts £35

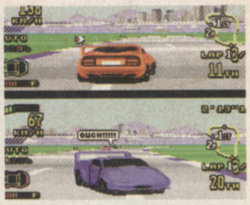
AP44 91% CW
Slightly slower, graphically streamlined and financially simplified, it's sort of *Theme Park Lite*. But otherwise exactly the same fantastically great funfair sim as its bigger brother. And that is decidedly a Good Thing.
★★★★★

TIMEKEEPERS
Vulcan £13



AP52 82% JN
Startlingly brilliant puzzle game from the programmers of the *Valhalla* duo. It's an overhead *Lemmings*, but where lems 'make', tims 'do'. You lay out their path beforehand with directional arrows and action icons, grappling not with real-time shivery reflex panic-o-thons, but Vulcan's amazingly devious level designs. A terrible bit at the beginning of a screen where you have micro-seconds to stop everybody falling down holes is the big bad thing, but it's also leisurely rather than exciting, and you'll fall into the 'rhythm' of the puzzles fairly quickly. Wizard green-and-brown fun otherwise.
★★★★

TOP GEAR 2
Gremlin £26
AP42 63% CW
An average racing game slapped down to mediocrity by comparison with the



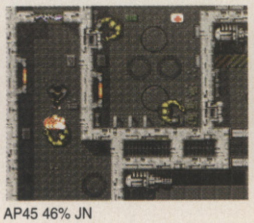
likes of *Lotus 1*, *F1GP* and the mighty *F1* itself. ★★

TOURING CAR CHALLENGE
OTM £25

ROUND 14
SEASON 1996
Knockhill
OTM

AP53 3% SF
F1 Challenge, a PD race management game, but with different graphics, and £25. They've even left in the pitstop option, although it's utterly without use. Monstrous.
★

TOWER ASSAULT
Team 17 £20

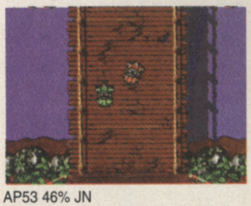


AP45 46% JN
Alien Breed was hard. *Alien Breed 2* was incredibly hard. But *Tower Assault* is self-indulgently grotesque. Slack collision detection, illogical dead ends, radioactive rooms that KILL YOU BECAUSE YOU'RE STANDING IN THEM and 30-second dashes to the door before the level explodes so ending the game you've just played for an hour while carefully building up your lives and ammo reserves collaborate to mow down the spirits of fun. Then the indestructible and incredibly powerful security lasers, non-allowance of player two joining in halfway through and bugs step up to finish off the heaving, crawling wounded. But hey – it's so atmospheric. The Casino Royale of Amiga games.
★★

TOWER OF SOULS A1200
Black Legend £30

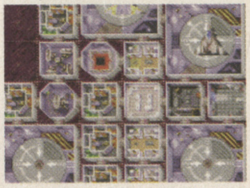
AP50 34% SM
Absurdly fiddly RPG that, for example, demands you select one of four lockpicks if you haven't the key to a door, insert it in the lock and use the mouse to wiggle the lockpick in a way you think will spring the mechanism. You're also compelled to examine, use and open everything for fear of missing the passageway or object that will get you to the next section. The plot's orc-related tedium as well. ★

TURBO TRAX
Arcane £30



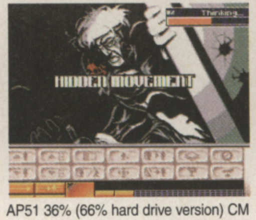
AP53 46% JN
The long overdue overhead racer turns out to be *Overdrive* again. Purely 90 and 180 degree turns make up the courses; purely random circuit choice and no maps make playing repulsively difficult. To complete the picture, you often appear to be racing alone, so spread out are the five computer drivers. Extraordinarily poorer than the competition (*Roadkill*, say, or *Micro Machines*). You might learn to like it for the few thrillingly jostly corner incidents. ★★

UFO
Microprose £35



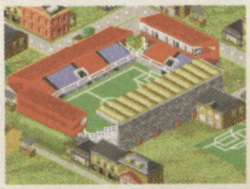
AP43 75%/85% CW
It's *Laser Squad* again. Except with perfectly-isometric 3D graphics. Oddly inconsistent (there's an involving stats bit and tedious air combat sequence in addition to the main clomping around an invaded town shooting things section) but still as fun as it ever was. Horribly sluggish when the aliens move, though, and you really have to play it from hard drive. (Hence the two marks – the lower's using floppy.)
★★★/★★★★

UFO A500
Microprose £26



AP51 36% (66% hard drive version) CM
The same, except! It's unplayable on an A500, with forty-five minute waits between turns as the wee machine works out the aliens' movements. Obviously no intrusive loading on the hard drive game, but it's still hideously slow. Which is why the higher mark's for the latter version.
★/★★★

ULTIMATE SOCCER MANAGER
Daze £30



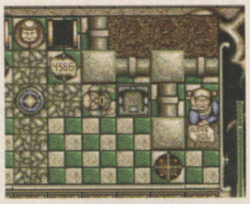
AP50 84% SF
Along with *On the Ball World Cup* and *Super League Manager*, one of the new wave of footy manny games that tries hard to be fun to play. Still stat-based, unfortunately, but with splendid presentation and those all-important 'human interest' bits as players complain about pay and conditions. You can even rig matches for financial gain. It's too easy, though, and the vaunted commercial bits (signing merchandising deals and the like) don't add as much as you'd have thought. Definitely third of the three. ★★★★

UNIVERSE
Core £35

OPEN THIS DOOR SUBVERSIVE HUMANOID!

AP41 21% JN
A point-and-click game so poor you'll want to volunteer for the Army rather than play it. ★

VALHALLA – BEFORE THE WAR
Vulcan £35
AP47 19% JN
The unspottable traps have gone, but the tedium remains. Four gigantic,

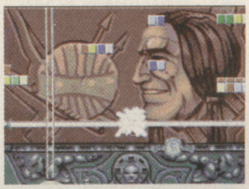


obstacle-cluttered levels lay before your shambling, hamstringed would-be assassin, levels replete with embarrassingly simple-minded puzzles and people who give you silly objects. The use of speech is terrific, there are some entertaining puns and you can wander far and wide without obviously being blocked off, but all atmosphere is lost due to bunging hi-tech electronics into the mediaeval setting without justification, and you'll plod through to the end in a weekend. Horribly dull.
★

VIROCOP
Renegade £26

AP51 81% CW
And it's a big 'Hello Nurse' to Graftgold's (probably last) Amiga game, a sort of *Chaos Engine* set inside a computer, but we'll forgive it that. Flawless presentation and a hoot of a two-player mode (one drives, the other controls the tank turret) perfectly complement the spot-on level design and (yes!) immaculate attention to detail. And it's hard drive-installable. But – oh no! – somehow, peculiarly, there's no real feeling of danger as you play. It's all much more pleasant than, for example, exciting.
★★★★

VITAL LIGHT
Millennium £30

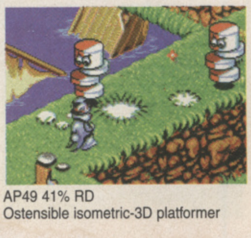


AP48 11% JN
Appalling shoot-'em-up masquerading as a puzzle game. Watch a falling line of blocks, count the blocks to ascertain the dominant colour, select that colour to fire from your rotating gun so you destroy the line in the shortest time, turn your attention to the next line of blocks. Repetitive and boring and horrid. ★

VOYAGES OF DISCOVERY
Kompart £30

AP44 52% RP
Takey-turny naval-based wargame scuppered by no short-term goals and no 'feel' of competitive play, even though it supports up to four 'captains'.
★★

WHIZZ
Flair £26



AP49 41% RD
Ostensible isometric-3D platformer which turns out, in fact, to be a maze game. Ridiculous time limits rob you of the chance to go exploring, the fact your 'spin' attack is not only ineffective against certain monsters but TAKES AWAY SOME OF YOUR ENERGY is extremely silly, and the semi-sentient controls frequently decide you didn't really want to go that way and correct your foolish mistake. Could have been great. ★

WORLD CUP USA '94
US Gold £26

USA94
11:S.Dragomir
0

AP41 20% SM
Terrifyingly awful overhead-view footy game in the rash of footie games this year with every fault imaginable ranging from eleven minute loading times, through hopelessly fiddly tackling, to 100% successful passes that reduce the game to kicking the ball from one end of the pitch to the other. Notts County would beat this. But on second thoughts…★

X–FIGHTER CD32
Thalion £TBA

AP51 60% JD
A worthy attempt at a beat-'em-up, with 32 fighters, worthy computer opponents, combos, 'special' special moves and the like. Regrettably, it's been astonishingly poorly programmed, with intrusively horrible, jerky presentation and shabby collision detection. You don't care about the generic streets-of-Detroit characters, either. Buy *Shadow Fighter*. ★★

X–IT
Psygnosis £20

AP47 80% CW
Soko Ban for the '90s. The 1990s, that is. No, hang on. In truth a push-block fill-hole puzzle game with all sorts of 'new' obstacles, features and things to pick up and use, and with nary a fault beyond the typical ones of stringent time limits and (remarkably pointlessly) lives. We've not seen a puzzle game for ages, but this is a good example of the type. ★★★★

ZEEWOLF
Binary Asylum £30

AP44 90% (A1200) 74% (A500) JD
Terrific helicopter arcade game that looks like *Zarch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic flying effects, glorious explosions, lots of differing missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awkwardly slow on an A500 (so knock off a star for that), but completely splendid on a 1200 machine.
★★★★★

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And that's just Amiga Format. Be the first to read the definitive review of Team 17's flagship Doom-beater. Don't, whatever you do, ask Amiga Power why it isn't in their issue.
'Cos it's sad to see grown men cry.**

Issue 78

On sale Thursday, 26th October

THE CA

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- Lots of good Amiga games for sale, all originals and all under £10. Send SAE for list.
Chris Rayment, 85 Prospect Road, South Borough, Tunbridge Wells, Kent, TN4 0EE.
- *Empire Soccer '94* £8, *F1* £7, *Soccer Kid* £10 or will swap *Mega-lo-Mania.* All boxed and in very good condition.
Ralph Ledward (01493) 700008
- *Magic Land Dizzy, Seymour Goes To Hollywood, Speelbound Dizzy* & *Crystal Kingdom Dizzy* all £4 each. *Lemmings* 2 £8, *Jurassic Park* & *Advantage Tennis* £5 each, *Shadow Warriors* £3.
Matthew Wameford (0113) 250 3023
- *Crazy Cars 3, John Madden's Football, Ultima 5, Moonstone, Knightmare, Shadowlands, Battle Isle, Chaos Engine, Mega-lo-Mania* & *Black Crypt* £10 each. **Matthew Sorge (01274) 591703**
- *Aladdin AGA, Lion King AGA, Jungle Strike AGA, Apocalypse, Banshee AGA, Premier Manager 3, Lotus Trilogy* (not A1200). Phone for cheapest prices.
David Horton (01440) 708312
- *Heimdall 2* £15, *Heimdall* £5, *F29 Retaliator* £6, *Ceasar* £7, *Jurassic Park* £10.
Dan Evans (01752) 814490
- *It Came From The Desert* + *Ant Heads* £15, *Z-Out* £3, *Dragon's Breath* £4, *Populous 2* £7, *Kick Off 2* £4, *Pang* £4, *Stunt Car Racer* £5, *Gods* £7, *Microprose Golf* £10. All boxed originals.
Stephen Wheatcroft (01773) 830467
- *On The Ball: World Cup Ed, Pinball Fantasies, Stardust, Innocent Until Caught* & *Sleepwalker* all £10, all A600 boxed originals and all awarded 80%+ in AP.
Tom Ruijterman (01903) 871469

HARDWARE

- Amiga 1200, 6Mb RAM, 85Mb HD, Commodore 1084ST monitor, external disk drive, control centre, HP500C colour deskjet printer, black computer desk, over £500 worth of original games/utilities, loads of blank disks, 2 mice, 2 joysticks, 5 disk boxes & mouse mat. Worth £4000 sell for £1600 ono. SALE DUE TO WIFE.
Mark Charles (01748) 835469
- A1200, external drive, 80+ original games, loads of blanks and demos, £280 ono.
Craig Smith (01754) 769723 after 6pm
- Amiga 1200, boxed as new, joystick, 14 inch colour TV, extra disk drive, loads of extras and software, including *DevPac* 3 & *GS2000*, £250 ono.
Steve Bultitude (01462) 491985
- A500, 1Mb, games, joystick, mouse etc. The lot for £150. Reasonable offers considered.
Ben Page (01634) 261991
- A500+, 1Mb + all books and workbench 11 games including *Sensible Soccer,* two Cheetah Bug joysticks and mouse, £100.
Mauro Cossa (01244) 378170
- CD32 + FMV cart and loads of games including *Gloom* & *Theme Park.* Also two joypads. Worth £750 in total. Offers.
Nick Ficthen (01225) 754484
- Overdrive 420Mb PCMCIA HD. Guaranteed until Christmas, bought for £250 sell for £150.
Steve Swallow (01376) 328172
- A1200 with internal hard drive, software and colour stereo monitor. All for only £350.
Reginald Hanson (01322) 663624
- Amiga 1200 Desktop Dynamite Pack, printer, 2 joysticks, mouse mat, disk box, loads of original games. Everything in excellent condition, quick sale £270. **Ian Simmonds (01202) 514125**
- A500+, 1Mb, 2 joysticks, mouse, external drive and many games including *SWOS*, *Populous 2, Colonization, Player Manager 2* & *Workbench,* £125. **Leon Lillard (0171) 764 7465**
- Amiga 600 with 2Mb – Wild, Weird & Wicked package with £260 worth of games, joystick and accessories with instructions, all for £275.
Andrew Wilson (01244) 683937
- CD32, joypad, mouse, 20 top games including *Guardian,* 200+ PD disks, 70+ playable demos, 18 CD32 mags, all boxed as new, cost £1000, accept £330 ono. **Darren Francis (01226) 710416**
- Mega Drive 2 with 4 joypads and 19 games including *FIFA '95, Mortal Kombat 2* & *NBA Jam.* Offers around £250. **Lee Ridley (01207) 560062**
- Amiga 1200, 260Mb HD drive, external disk drive, RGB colour monitor, 4 player adaptor, 40 top games and utilities, excellent condition, £450.
Chris Mahoney (01793) 539007

WANTED

- Amiga Power Issue 0 and Judge Dredd Annual 1988 (published by Fleetway).
Jason Clauson, 157 Pettits Lane, Romford, Essex, RM1 4ED
- Amiga musician seeks serious team for concrete game project (commerical).
Laurent Knauth, 14 Allee Colette, Acheres, France, 78260. Phone France 39 11 48 10
- 2Mb expansion for A500. Trap Door or Bus Port type or even cheap hard drive for A500.
Michael James (01978) 761149
- Wanted: *AMOS Pro* and that *SWOS* Update disk. Go on, do me a big favour.
Dave Juckes (0117) 962 2017
- *K240, Utopia, Armour Geddon, Deuteros, Midwinter 1 & 2, Indy Heat, Pirates, Railroad Tycoon, Sim City Deluxe & Special Forces.* Decent prices paid, East Anglia region please.
David Smith (01449) 612736

SECRET CAR PARK

- Free game for the best cheat for *Wing Commander, Gunship 2000, F117A, Sub War 2050* or any others. **Tony Partner, 19 Eastdean Bank, Seacroft, Leeds, LS14 1HJ**
- Commerical games programmer wanted.
Ralph Lovesly (01280) 850450
- Amiga programmers or Amiga muscians – send disks. Programs must work on AMOS, music IFF or RAW format. **Richard Hodge (01834) 813800**
- Wanted A320 American Edition. Will pay up to original price for mint condition copy.
Brian Whittaker (0161) 483 2065

SWAPS

- *Silent Service 2* & *Indiana Jones: Fate of Atlantis* for *Monkey Island* or *Flight of the Amazon Queen* (A500 originals only).
Ryan Henderson (01224) 790303
- Swap my CD32 games (*Roadkill, Simon The Sorcerer ATR, Zool, Sensi Soccer, Robocod, Impossible Mission 2025)* for *Skidmarks 2, Beneath A Steel Sky* or others.
David Lees (01273) 684845
- I will swap my Sega Mega Drive and 11 games, two controllers, Game Genie, moving arcade seat and carry case for A1200 with or without games. Mega Drive is in A1 condition.
Mark Rogers (01785) 227599
- My *Syndicate* and *Simon the Sorcerer* for *Super Skidmarks* (A500).
Rob Whiting (01245) 471066
- Will swap my A500+ with over 200 games, joystick and mouse for A1200 with *Theme Park* or *Sim City 2000*. Must be in, or near, Glasgow.
Craig MacDougall (0141) 883 8142
- My Gameboy, boxed as new with carrycase, magnifier, gamelight, headphones and 7 games, for your CD32 with any amount of games.
Rory Currie (01362) 850227
- I will swap my *Championship Manager '93* (& update disk) for your *On The Ball: World Cup Edition* or *Gooch's Test Match Cricket*. A600 please. **Jaime Cottrell (01604) 450934**
- My *Settlers* for your *Premier Manager 3* or *Monkey Island 1* & *2*. A600 originals only please.
Ross Jones (01224) 790486

PEN-PALS

- I am 23 years old, own an A1200 and looking for local and overseas pen pals to swap games and utilities. 100% reply.
Kevin Mackay, 'Rontes', Carini Street, St. Venera, Malta, HMR09
- I am 28 and a Chelsea supporter. I have a CD32 and a 486PC. I would like contacts to swap games etc. 100% reply.
Stuart Harris, 25 Queensbury Place, Blackwater, Camberley, Surrey, GU17 9LX
- 11 year old male Batman fan is looking for fellow Batman fan/A1200 user to share tips, cheats and to have a good time. **Cahal Boyd, 71a Roguery Road, Toome Bridge, Co. Antrim, BT41 3TJ**
- 24 year old seeks pen pal 20-24, preferably an A1200. Interested in clubbing.
Andrew Pinner, 27 Fairways, Branston, Burton-On-Trent, Staffordshire, DE14 3EH
- Worldwide pen pals wanted to swap games, demos and cheat codes. Guaranteed 100% fast reply. **Hassan Ahmed Al-Bahrani, P.O. Box 13152, Tarout, Qater, Saudi Arabia, 31911**
- I'm 13 and looking for pen pals, male or female, who own an A1200 and are aged 12-15.
Richard Levesley, 27 Beechwood Road, Broom, Rotherham, South Yorkshire, S60 3NF
- Pen pals wanted (female) aged 16-20. Must like football. I have an A500 and I like all kinds of music. By the way I like Arsenal.
Wayne Rewhinsewn, 40 Far Lane East, Dene, Rotherham, South Yorkshire, S65 2RY
- A male or female pen-pal from all over the world wanted urgently. I have a CD32 and I love adventure games.
Hussain Ali Abd Al-Nabi, P.O. Box 195, Safua 31921, Eastern Province, Saudi Arabia, 31921
- Hi, I am a 15 year old male, I have an Amiga 1200 and I'm seeking a female pen pal (14+). 100% reply. **Neil Griffiths, 23 Marion Place, Newport, Gwent, South Wales, NP9 2JZ**
- We would like to meet Amiga 500 or 500+ owners from all over the world. **The Gil Brothers, VRB. El Cardonal Bloque 131, 2- DER., El Cardonal, La Laguna, Tenerife, SPAIN 38108**
- Hi, I'm 22 and like anything. I am looking for a female pen pal (age 18+). 100% reply.
Darren Clayton, 10 Brookside Close, Denmead, Hants., PO7 6ET
- 16 year old male looking for female pen pals (14+) to chat about anything. 100% reply. Can swap games and cheats. Photo if possible, if not don't worry, I'll still write back.
Steven Blackmore, 98 Briarwood Road, Stoneleigh, Epsom, Surrey, KT17 2NG
- ALOHA! If you're knowledgeable on graphics and games, I'd like to hear from you. Trade info for vacation advice. **Garry Nelson, 47-475 Ahulimanu Place, Ahuimanu, Hawaii, USA, 96744**
- 15 year old male with A1200, looking for pen pals (14-17) to swap games and to chat to. Must be from around Lincoln. **David Coates, 8 Ayam Close, Welton, Lincoln, LN2 3QG**
- Hi! I'm 17 and I'm looking for Amiga contacts of any age from 15. I own an A1200 and I like science fiction and playing games.
Pedro Bastos, Rua Megtre Antonio Marting, 11 1 Esq, 1170 Lisbon, Portugal

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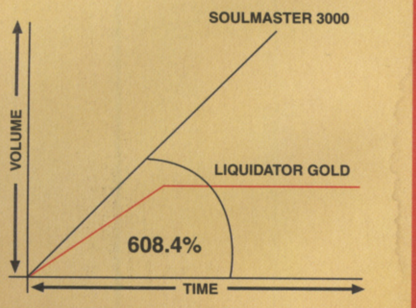

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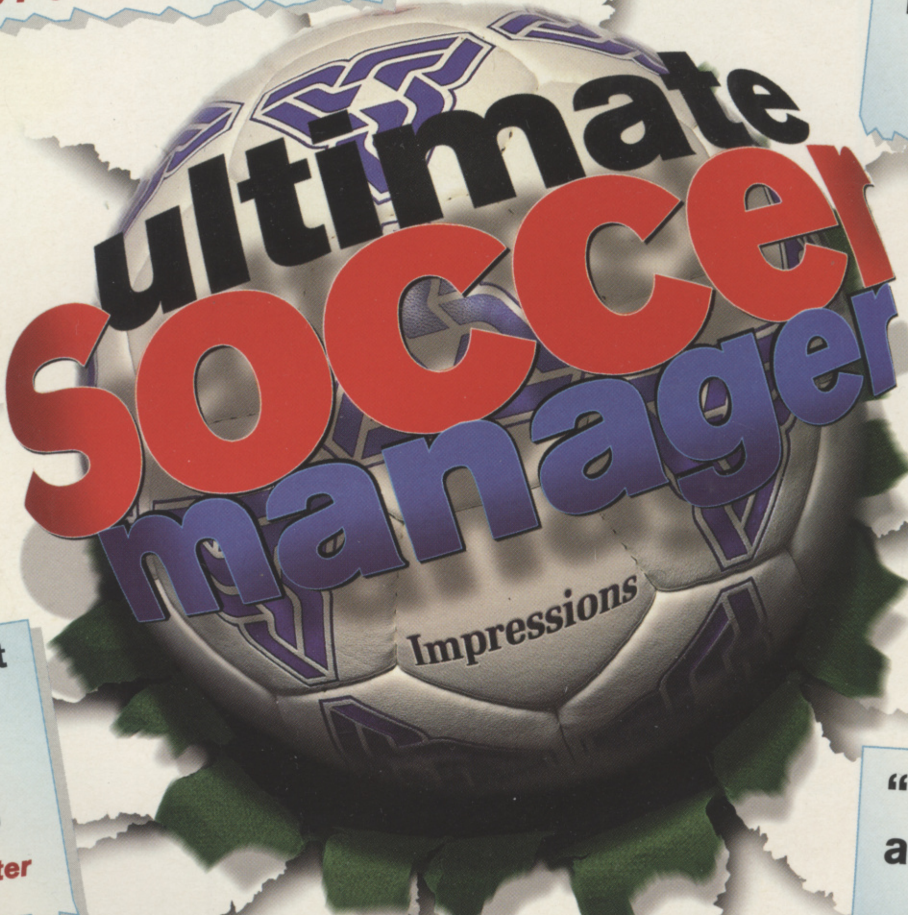

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*All Format Gallup Chart

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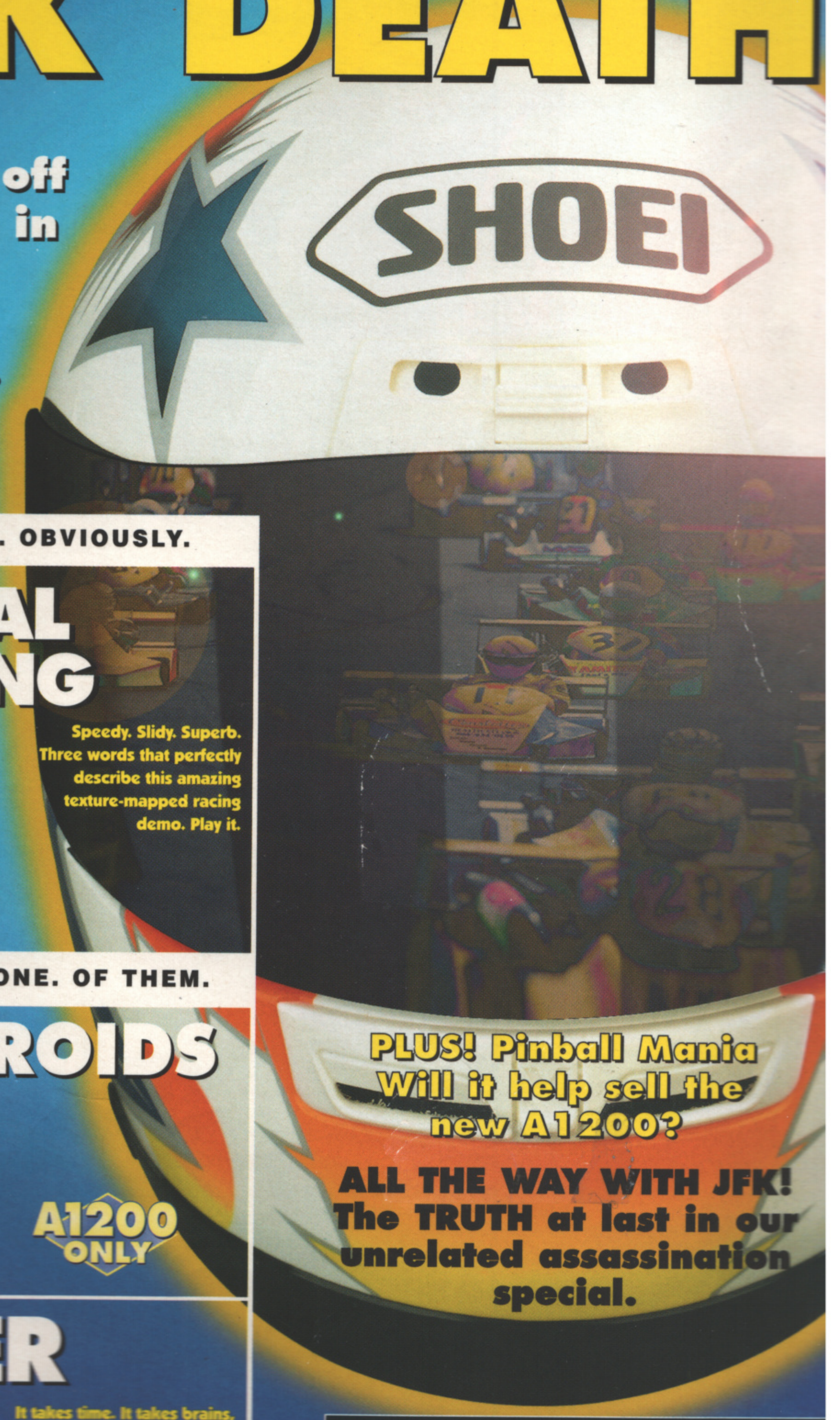

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